Exclusive: WWF Smackdown, NFS: Porsche Unleased, Syphon Filter 2 and more!

Volume 5 • Issue 4 • March 2000

PS Extreme

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England – Bloody lousy driving conditions. Muddy, sloppy and devoid of traction.



Sweden – The mother lode of treacherous, icy roads. And we use the term "roads" very loosely.

THINGS TO AVOID:







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from the dusty plains of the Australian Outback to the slippery mud bogs of the U.K. But this is no vacation. Each track is riddled with blind turns and surfaces that'll have you double-clutching all the way to the finish line. Strip away almost all visibility and you've got the near-impossible night-driving stages. As if the horrendous driving conditions weren't enough, you'll have to compete against Colin's best times in the





If common sense still hasn't taken over, you may have what it takes to be one of the few, the proud, the extremely uncomfortable.

Indonesia – The dark, wet jungles are enough to send most drivers crying back to their pit crews.

New Zealand – Take on a maze of dusty woodland trails. Reduce the kiwi to roadkill.

Monte Carlo – Hard-packed ice and slippery snow are about to have their way with you.









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VOLUME 5 • ISSUE 4
MARCH 2000

THE ISSUE AT HAND



GREG OFF
OFF@QUAKE.NET

They say the first step to recovery is admitting the problem... Okay, I'll admit it, for the last few months I've been in complete denial. Oh, I've been trying to keep myself (and anyone else within earshot who will listen) grounded in the here and now and enjoy the last great year of the PlayStation but, admittedly, it's been awfully hard to do. It's okay, I've managed, thank you very much, but not without completely annoying and aggravating my friends and peers with my preachy attitude. While we've already had some great first quarter products come through our offices, such as Medievil II, Syphon Filter 2, Ace Combat 3, Hot Shots Golf 2 and Tomba 2, they just don't impress like they would have a year ago. I'm ready to admit the fact that the PlayStation2 is pretty much the driving force in my life right now (with the exception of Duff — no, not the beer). I've been fooling myself that I could ignore the amazing screens of Tekken Tag Tournament, Ridge Racer 5, Gran Turismo 2000 and Evergrace, turn my back on the most mind-bending spec's ever talked about for a home video game console (and whatever else this wonderbox will become), and just plain block out the fact that we'll have our sticky, donut-smeared hands on the import systems and launch titles in literally a few weeks. These next two months are going to be pretty special for our gaming counterparts in Japan, as they will be treated to a PlayStation2 expo over the weekend of February 19th (see our PS2 coverage for the complete list of games on display), get the system on March 4th, then be able to attend the Spring Tokyo Game Show April 1st and 2nd. I know, it's not fair that most US gamers will have to patiently wait until the Fall to get a chance to own a PS2, but we can at least make the wait a little bit easier with plenty of coverage from overseas, as well as what US developers have in store for us come next Christmas and beyond. Well, I don't know about you, but I certainly feel a lot better. We should do this more often.

Enough of my rambling, let's get to this issue. Inside these pages you'll find a cover feature on Eidos/Kronos' Fear Effect, Exclusives on Need for Speed: Porsche Unleashed, Syphon Filter 2, Hydro Thunder and WWF Smackdown, and the latest reviews on games like ECW, Hot Shots Golf 2, Die Hard Trilogy 2, Road Rash: Jailbreak and Jackie Chan Stuntmaster. We've also gone back and dug deep to give you eight massive pages of the best PlayStation codes of all time — check it out.

See you next month!

EDITOR BIOS

GREG OFF

Greg spent the better part of this month's magazine cycle staring at the wall in a catatonic state. With the PS2's Japanese launch mere weeks away, he's having a hard time concentrating on anything else. If it wasn't for Toolie and the constant threat of the screwdriver, nothing would ever get done.

Currently Playing: Syphon Filter 2, Medievil II, Crazy Taxi, Road Rash: Jail Break

DAVE WINDING

hasn't reviewed a game since the January issue. Dave has been getting ready to emerge from his Winter's nap with a review of Syphon Filter 2 next month. He's been playing and playing... But will he write? He seems to be suffering from the PS2 pre-launch heebie-jeebies and the disease has dulled his senses.

Currently Playing: SF2, Crazy Taxi, Rogue Spear, UT, Quake 3, CTR, Medal of Honor, NBA 2K, Wheel of Time

MARK ANDROVICH

Mark is sort of upset that he didn't get the chance to see if his Sig Sauer SP2340 bullets were Y2K compatible, and now faces the prospect of eating nothing but imitation meat and water for six months until he has cleared the garage out enough to allow him to re-park his car. Welcome home, Burt.

Currently Playing: Donkey Kong 64, Fear Effect, Stop Thief, MTV Music Generator, GT2

ADAM PAVLACKA

Despite the fact that the PocketStation will probably never see an official U.S. release (and why not Sony) Adam has fallen in love with the little gadget. Besides scouring the net for import games with PocketStation mini-games he's looking for the TV remote control program. If you have it, let us know.

Currently Playing: Rollcage Stage II, MTV Music Generator, Crash Team Racing, Gran Turismo 2 and Quake 3

ERIC WINDING

Recovering from a rash of not-so-nice reader mail, Eric continues to search the mail bag each day looking for another fan letter from the gal that said she looked like Lara Croft. He's still waiting. And waiting. Also, he's wondering exactly how many new titles will Nintendo show at this year's E3 — 4?

Currently Playing: NBA Shootout 2K, Demolition Racer, NFS: High Stakes (why?), NBA Live 2K

DILLION MERZ

Consumed by Regis-mania, Dillion counts down the minutes till the next big episode of Who Wants to be a Millionaire. He quickly follows that up with his 2 daily calls to the contestant hotline. How hard can it be to put a couple things in order? Don't ask Dillion unless you are wishin' for a facefull of fist.

Currently Playing: Do you really want to know? Yes. Is that really your FINAL answer?

ALEX ANDREWS

Now that Alex is back from a rather freakish holiday break (the lizards, camels and sacrifices are all behind him), he's had time to settle in to his normal duties. The decorating magazines are back, as well as his new thing — alien bounty hunting. This Dudeneeds some help (and some styling gel).

Currently Playing: GT2, Ace Combat 3 and Pong.

DARIEN ALLEN

Having survived the Y2K scare Darien is trying to figure out what to do with the canned Pumpkin Pie he hoarded. Mild mannered PC Tech by day Gamer by night Darien is suffering from lack of sleep due to the fact that his wife now has to be to work at 7:00am. His excuse for messy text is still forthcoming.

Currently Playing: Grandia, GT2, Wrestlemania 2000, FFVIII

BPA INTERNATIONAL INTERACTIVE

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Every game is like game 7.

MARCH 2000

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fear effect

on the cover

page 40



EXmail

It's very exciting for us to bring you this edition of EXmail because we have some wonderful answers to some wonderful letters that our hip readers have sent us to answer.

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EXnews

All the news that's fit to print is printed in this issue along with the TRST data. The TRST data will tell you, our hip readers, the ten most sellingest games from a couple months ago, along with what metal we gave them. That's valuable information, because it tells you if our ratings are in line with people's tastes.

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EXware

It's a wacky, wacky world we're in, with new PlayStation peripherals coming out every month for us to review. It's all a magazine can do to keep up with all the new goodies that keep coming and coming out. We might have to start a new magazine called "PSX Goods 'n' stuff" (Yes, one "f").



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EXclusive

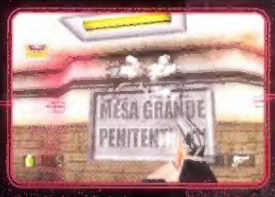
It takes a strong person not to cry at the plentiful bounty of exclusive information that is presented on these tasteful pages of PSExtreme. Why, we've got more remarkable PS2 info, stunning wordage and pics of WWF Smackdown, brilliant coverage of NFS: Porsche Unleashed and HydroThunder, plus insightful commentary on Syphon Filter. It's dreamy.

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PAGE

EXcerpt

We paid a visit to the fine folks at Fox Interactive to sip Wild Turkey and talk candidly about their new game, Diehard Trilogy 2. We took extra care to find out the real information you want to know about the game and how it will affect your gaming life experiences and we took care not to get too sloshed doing it.



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40

EXtreme

Shoot it, shoot it quick before it gets too close! Shoot!! Come on, move it! There he is! Go! "Albert, let go of that thing and get to work." Albert felt the Fear drive down his backbone like a crazy little mini crazy cartoon guy, driving a limo. Her voice had that Effect on him.

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EXpecting

After a long day at work, some people like to gently lower themselves into a comfy recliner with our quietly intelligent publication and turn to the preview section to put themselves in a gentle, mellow mood. So soothing... our previews. So light and airy. Sleep. Sleep little pufferfish.

EXrated

Other people like to thrash themselves within inches of unconsciousness while their crass and stinky life partners scream the words of our review section to them with a deafening audio-violence so painful, the edges of their vision take on a dull, red hue. Sometimes.

More amazing PS2 info



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Be nice to the scary man with the gun.

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EXit

It's the end, friends. The end is here. But fear not, for there will be another issue in another month waiting in your mailbox for you to read and touch and love and wrinkle and eventually discard when all the loving has been squeezed from it like a child's tattered teddy.

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EXcavate

We've compiled a delightful list of ratings from past issues. It's entertaining to browse this list to see what score we gave to a particular game from the past that you may be familiar with. You can then smile smugly if you agree with our score, or frown in disgust when you see what morons we are for not realizing how good a game it was. What a cool list it is.

70

EXecute

That's it. We've finally caved in to our readers' pleas for more codes. We've gone through the DP archival vaults and pulled out so many codes for so many games, it's crazy. Eight full pages of codes packed so tight, the seams of the mag are threatening to fly apart from the pressure.

64



SPorts

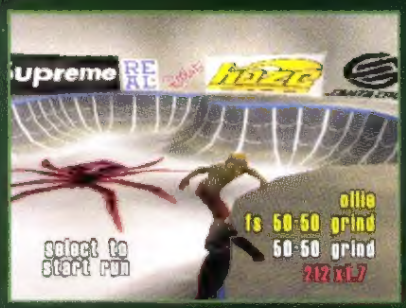
Our sports section is pretty normal and people don't tend to do anything strange with it other than read it and think about it and usually enjoy it. It's wholesome sports goodness, as we've said before.



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Greggor Off!!!









"...easily the most realistic and challenging skater yet"

Official U.S. PlayStation Magazine *-August 1999*

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Hot Topic: Throw us a bone here, people!

I've noticed a disturbing trend lately. It mostly relates to 3D platform or adventure games, but I'm sure it will spread to every other genre. The problem is this: First, the designers decide to allow you to progress through a game without locating every item or finding every secret. Second, for those who do bother to try and obtain every item and secret, the reward is... nothing!

I noticed this as I was playing through CTR. When you first beat the final boss in the adventure mode, you get to see the credits. If you return to beat him after you've completed 99% of the game, you'll get special credits showing a slide show of Naughty Dog's history. Cool! I then learned that if I got Gold or better on every relic race, my completion percentage was 101%. What did I get for that extra effort? Not much — just some confetti coming down during the credits. I figured that there must be some extra special secret for managing to obtain all Platinum relics, so I asked one of the designers what would happen if I managed to do that. "Nothing," he said. Now, I don't think anyone will be able to get all Platinum, but what if someone took the time and effort to try it? I don't know about you, but I'd be pretty pissed off!

CTR isn't the only offender. Remember the ending of the original Tomb Raider? After spending a week to beat the game, you got to see a 5-second clip of an island blowing up. Big deal! The new TR:Last Revelation is worse — there are 70 secrets to be found in the game, but getting them all will give you nothing! At least TR3 had an extra level for finding all the secrets. This appears to be the exception rather than the rule. I recently finished Toy Story 2, recovering all the Pizza Planet tokens, but got nothing different than when I reached the end by skipping them.

I'm not exactly sure why companies allow you to complete a game without finding everything in the first place. They ought to just make it impossible to progress to the next level until you meet all the objectives. I guess there are two possible reasons why they have done this — to allow less skilled players a chance to get to the end of a game, or to increase the replay value so that it will take you twice as long to finish the game if you attempt to uncover every secret. Neither reason justifies the lack of a "payoff," however.

If the company wants less skilled players to be able to move on, why not add difficulty levels to the game so that the objectives or number of items needed to be found can differ? As far as increasing the replay value is concerned, there are better ways to achieve this goal. Make the game longer or more complex so that no one will be able to run through it so quickly — don't just add unnecessary elements!

Human beings naturally take the path of least resistance. If I only need to win a single race to exit an area and see a new portion of the game, I'll do just that. You've got to make it worth my while to stick around and race again. The problem is, most companies are desperately trying to complete the main portion of the game to meet their deadline — extra levels and missions are secondary concerns. While I sympathize, I'd like them to stop teasing us. A game without secrets isn't nearly as bad as a game which misleadingly suggests that it is worth putting the extra time and effort into completing it.

–Mark Androvich

Dear PSExtreme,

I was looking through a back issue, December '99 to be exact, and I just wanted to tell Jon and Steve something... you guys are sick *censored*. If all you can think about is having fun with your *censored* and a game you, have a problem. Games are cool, so don't screw them up with your sick *censored*. Second of all, two guys in the same room with their *censored* out shaking their *censored*... I have to say you guys have some problem. I mean, are you two gay? Do you watch each other *censored*? Do you enjoy it? Are you *censored* crazy?

By the way your guys' mag is the bomb.

Brian Hooper

*Heh. You are a *censored* moral *censored* ball buster, aren't you, now?*

Dear PSExtreme,

Your mag is the bomb, but that is not why I am writing. I am writing to "J" in January's EXmail. Now I know, Chris Kramer, you don't need some nosy kid sticking up for you but, J, Chris is right. I just got Tony Hawk two day ago today and I am proving you wrong. What Chris was doing was a 360 or turning himself right for the hit on the ground. To do this you need to use the D-pad. I am not a game tester so I play a lot less then he did on the game, but I still experienced soreness in the thumb. So, you need to think twice before you try to put Chris down. Chris is a great writer that was on a great team of writers, so don't think of trying to put this great mag down.

Brian Hooper

Doh! Thanks for sticking up for Chris, Brian. None of us here had time to play Tony Hawk so didn't know enough to defend Chris and Chris was no longer in our employ to speak up for himself.

Dear PSExtreme,

I just read Eric's reply to my letter about his ranting about the music in Knockout Kings 2000. After reading it, I feel there are a few points he missed:

1) If you read my letter carefully, it said I was "information starved," thanks to you.
2) If my job were to play games all day, I would have time to play more games. However, I'm busy working, maintaining a home and raising my kids, so I'm pretty much a part-time gamer. I didn't think that was a crime but I it is in your eyes.
3) I thought your job was to review a game in it's entirety. If you want to be Kasey Kassem shouldn't that be done in another forum and not the pages of a game magazine, or at least not take up three quarters of the review space. It's PSE not RollingStone.
4) As I said in my letter, I haven't played a b-ball game in three years so why would I be so up on the what's hot what's not of them? I turned to you guys for help with that. I guess I should have asked a friend.
5) As for your "assumption," I find it hard to believe that you would be so cocky to someone for his lack of game knowledge. I thought you would try to be helpful to every gamer no matter how long they've been playing. Instead you go out of your way to try and make me and the other letter writer who dared to criticize the "editor" look stupid. All for not knowing as much about games as you. C'mon dude, some of us have other things to do, too.

I usually like your reviews and have never had an objection to the way you do your reviews, but this time I felt you missed a lot of important stuff, just to get your personal issues in the mix. Heck, you still haven't answered the question I asked in my letter about KK2K. But, judging from the tone of your reply to my and the other writer's letter, you were pretty pissed. I guess criticism of the "editor" is a big no-no around there.

By the way, your reviews in this issue are great! Now that's probably more of what you want to hear.

William White

Eric replies... Dude, I'm not going to address your issues point by point, but rather simply say that I appreciate your reply, and so I'll rattle off things as they come to me. I don't knock anyone that doesn't play games for a living, because I had a "real" career for 7 years before I got this gig, and I know that there isn't a ton of time for the average consumer to play every freakin' game available. As a parent, you are to be congratulated for spending more time with your kids than with your Dual Shock. Just about everyone here is a dad (except Greg, who can't figure out which of his 27 women to be with), so we know where you're coming from. "Pissed". Get real — I play GAMES for a living. What's there to be "pissed" about? Some letters that don't agree with me? Not likely. Cocky? You bet. There's enough testosterone floating around this office to choke a horse. We consider ourselves the best at what we do, and even at some of the things we don't do! We're the best gamers, the best musicians, the best hoop players, the best artists, the best teeth brushers, and anything else we can compete at, we try to be the best. If you're not trying to be the best, what are you trying to do? I still don't know what your question is regarding KK2K, unless you simply want to know what I think of the create-a-player features. If that's correct, I'll have to get back to

you on it, 'cause off the top of my head, I haven't a clue – that was months ago! You're right, this isn't Rolling Stone. We tried to get a naked chick holding a guitar on the cover, but the people that print our magazines are strict Mormons, and wouldn't let us do that! So, we put a naked Pac-Man on the cover instead (although Namco insisted he wear gloves and shoes). I'm glad you liked the reviews in the January issue I thought they were pretty in-depth myself! Now, if you want to get another good hoops game, check out NBA Shootout 2000, and don't listen to what anybody else says — odds are they didn't spend more than ten minutes playing it. Check out the review of it somewhere in this issue. Again, thanks for writing, and I'll continue to try and provide more of the coverage you're looking for!

Dear PSExtreme,

Hey, I'm just curious.. exactly how do light guns work?

Draco714

Ever notice that the screen flashes white every time you pull the trigger on a light gun? That's the key. Televisions draw their pictures one line at a time, starting at the top going down, and each line from left to right. There's a sensor inside the light gun that will detect a pure white pixel. As soon as the gun detects the pure white, it sends a signal back to the game and the game counts how many lines of white have been drawn and how far across the screen the current line is and gets the X, Y coordinate from that information. It then draws a bullet hit at that position and if there's anything shootable at that position, it blows it up. Neat, huh? The gun isn't actually shooting anything at the screen... no invisible light rays or anything like that, even though it may seem like it.

Dear PSExtreme,

I've been reading your mag since you started, I bought a magazine even before I had a PlayStation to see if it looked like a good purchase (Of course that was many years ago and I believe your magazine was called something else; I still have that issue put up somewhere.) I've never written to any gaming magazines before but have wanted to for a long time I read a lot of PlayStation magazines; it seems like PSExtreme gives higher ratings than other mags but I believe this to be due to the fact that you spend more time with a game than other reviewers; some are quick to slap an opinionated rating on a game because it didn't dazzle them in the first 60 seconds of gameplay Obviously this is unfair to the creators who spend countless hours creating a game All games can't be Crash Bandicoot or Gran Turismo, nor would I want them to be. I collect games so I have a LOT of games and I usually agree with your reviews. Sure I have some games in my collection I consider to be total crap like Perfect Weapon which gets my vote for worst game ever, but people who read magazines would know to avoid games like this. Keep up the good work. I'm looking forward to the New Millennium of gaming armed with insight from magazines such as yours. Again thanks and keep up the Quality writing

Chris Cash

Now, that's some quality butt-smooching. Thanks Chris!

Dear PSExtreme,

Let me start by saying that Syphon Filter should be the "Game of the Decade". I still have fun shooting down those monks and scientists I only hope when SF2 comes out, it'll be just as great' 1999 was a great year for developers as well as gamers and good luck with 2000 When Metal Gear Solid 2 comes out for PS2, watch out for Solid Snake fellas But enough about that... I just received your mag today and as always started reading through the mail first before I get to your ratings I just wanted to clarify something with the editor who responded to Aaron's letter about his dream job wanting to write for a mag like PSExtreme. The editor responded saying, "When have you ever, EVER, seen an ad looking for someone to write about games? That's right, you haven't ever."
Unlike myself and probably other gamers, you obviously do not read any other mag other than the one you work for The Official Playstation Mag. for the past 2 to 3 months, has had ads asking: Can you do our job? If you know the PlayStation and it's games Surely you have heard of the mag, he he I subscribe to them only because they give a free CD with every issue. Not to say that your mag isn't good I hope this letter makes it in the mag

Thanks,
Tommy D

Ahhhh, ha! It worked. We just put that part about no ads looking for reviewers in there to catch people who are reading OPM. Now, we have you on our list and our list is not a place you'd like to be. If you'd like to be removed from our list, just send an email to us at: bulkermail@bouncepro.net/cgi?!subject~spamtime/filter.x1.loademupboy7. It will look like it bounces your mail back to you, but it will take your name off the list. Really

Dear PSExtreme,

How do you guys take such good screenshots, and where can I get a hold of the device that takes them?

The Apocalypse

We've bought very high-end equipment that costs a small fortune to get such good shots. However, if you have a PC, Gameshark and a Gameshark interface card for the PC, you can take your own screenshots that will look just as good, if not better, than ours. The method for capturing with the Gameshark isn't the most efficient, but if you only want a few shots of a few games, it's great and the quality is pixel-perfect.

Dear PSExtreme,

To whoever wrote the article for Dragonball GT, who the bloody hell do you think you are bad mouthing one of the most loved games in anime history? I mean, sure, the storyline is a bit confusing but that's why they make the tapes that you can watch to get the idea of it. I'm not one to judge but it sounds like you've got your hand up your butt, you have bad mouthed every little aspect of this game from characters to the people who actualy liked the game and since you're probably the type of guy girl that tries to play with himself while playing the game or watching the video you're probably the biggest moron in the whole entire world with you and your negativity if some like you ruled the world it probably would be a bunch of crap anyway

BTu311

Whoa there partner. Zach Meston reviewed that game for us in February 1998, and you're just getting around to complaining about it now? It's the year 2000 already, bubba. We laid off Zach so long ago, we almost forgot he even existed. Where are you, anyway, Zach?

Dear PSExtreme,

My sister just bought a PlayStation and the only reason she bought one, besides me having one with over 40-games she can borrow at anytime, was to play her favorite game Street Fighter Her and I grew up on this game, and kinda got stuck on it. She doesn't like the other "Flat hand" games like Bloody Roar, or Tekken... So my question is for her and me. Did Sony ever come out with the original street fighter game? Not II or III or alpha or alpha2, or alpha EX plus a... Just plain old Street Fighter Please let us know If not could you tell us which one is the closest

Thanks in advance.
Chad

There's no plain ol' Street Fighter on the PlayStation, sorry. Your only options to play the original Street Fighter would be to get a PC or an iMac and run MAME. Capcom has made all their old arcade games legal to play with MAME (you have to buy a Hotrod joystick from www.hanaho.com to get them) and the original, exact version of Street Fighter is there. The only home console version of Street Fighter was Fighting Street for the Turbo Grafx CD... Quite obscure, and not quite an exact port.

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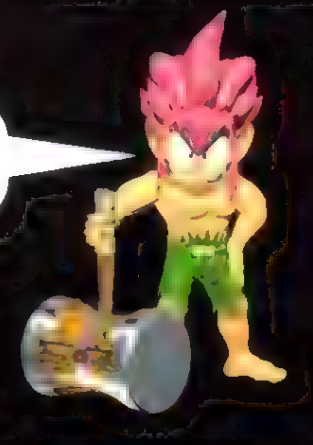
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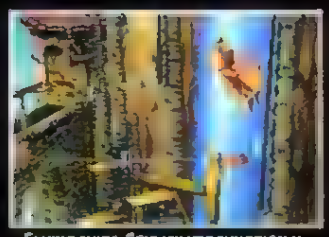
TOMBA!2

THE EVIL SWINE RETURNS.

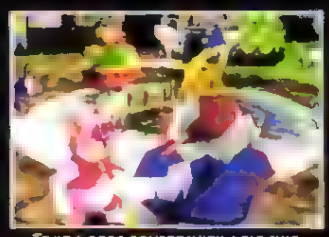




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from around the globe

News Editor: Mark Androvich

Will PlayStation2 Launch Early?

The last surprise early launch of a system was Sega's Saturn. 'Nuff said. However, the current buzz is that Sony might actually launch the PS2 before the expected September U.S. release date. Word is that the developers are doing well with the games, allowing Sony to have a solid lineup for its PlayStation 2 debut. Along with planned U.S. launch titles, titles such as Tekken Tag Tournament and Ridge Racer V could be translated quickly after they launch in Japan on March 4th. With no news of chip shortages or other delays, if there are enough quality titles ready by the summer, you might be holding a PS2 in your hot little hands before Labor Day. Doubt it... but maybe!

So What Does The Loser Get?

On January 8, fans watching the AMA EA SPORTS Supercross Series were entertained by an interactive contest featuring contestants going head to head on EA Sports Supercross 2000 on the stadium screen (which seems perfectly suited for the game's molasses-speed frame rate). The winner went home with a complete EA SPORTS videogame library and also got a "chance" at injecting a fantasy character in next year's version of the game... assuming there is one, and assuming the winner wasn't butt-ugly.

Yeah, But What About The Games?

LucasArts Entertainment Company has appointed Simon Jeffrey as president of the company and Mary Bihr as vice president of worldwide sales and marketing for the company. Both Jeffrey and Bihr previously served the company in other capacities. No word on whether this will have any affect on LucasArts' ability to finally deliver a good title that Won't sucks for the PlayStation.

Another Reason Not To Leave The Couch

Sony's new e-commerce site will be ready ahead of schedule, starting business in mid-February, rather than with the March 4th Japanese launch of the PlayStation 2. The new company will sell PlayStation and PlayStation2 hardware and software via the Internet, as well as music CD's and DVD movies. While the site will initially be available only to users in Japan, it is almost a given that a North American version will be created for the U.S. market in time for the holiday season. No word on whether you'll be able to buy PlayStation games, music, and DVD's, with a PlayStation 2's Internet connection, but we may never see the end of this.

Attorneys With Too Much Free Time Are A Dangerous Thing

A Seattle-based band of attorneys have filed a class action lawsuit against Toys R Us.com in King County Superior Court alleging that the store accepted orders during the holiday buying season, even though it knew it could not deliver the products on time. We think that if you're going to wait until the last minute to do your Christmas shopping online, buying games which haven't shipped yet, you deserve to be disappointed... and to have those marauding attorneys take every last cent of their contingency fee out of your allowance.

Slugger Sammy Sosa Signed... Seriously!

THQ Company signed a multi-year agreement with baseball star Sammy Sosa. Under the agreement, Sosa will help develop and market THQ's baseball franchise, Sammy Sosa High Heat Baseball (a version of which is headed for the PlayStation). So far, absolutely nothing in the world hasn't helped Sammy Sosa's batting average. Will Sammy's support help?

Eidos' Last Revelation?

The company has revised its profit expectations downwards after poor performance this Christmas season. Apparently, their big holiday titles — Tomb Raider: Last Revelation and Fighting Force 2 — didn't do as well as they had hoped. I guess that means we'll see fewer Playboy models at their booth and parties this year.

THQ: An Acclaim Wanna-be?

THQ's recently announced 2000 lineup will include "Power Rangers Lightspeed Rescue" and "Evil Dead" for the PlayStation. And you thought only Acclaim got all the bad licenses.

from around the globe

Midway Gets Rights to Gravity Games

This has nothing to do with the gravity-defying cleavage of their E3 booth babes. Midway announced a partnership that gives them the exclusive videogame rights to the Gravity Games alternative sports. You might have seen the inaugural Gravity Games broadcast on NBC back in September, featuring inline skating, downhill skateboarding, skateboarding, street luge, wakeboarding, freestyle motocross and various bike competitions. The first Winter Gravity Games will be taking place in Mammoth Lakes, California in January featuring "cold weather alternative sports." Can they really make a game involving drinking beer around a fire at a ski lodge?

Forget the Red Planet, We Want Videogames!

In the wake of the loss of NASA's Mars probes, questions have surfaced regarding the exorbitant costs of these missions and whether or not the money could be better spent. When queried, Mars Society President Robert Zubin said "If we saved the money for every already planned mission in the next 30 years, it would only be enough to buy every American a single videogame." Sounds like a good deal to me... as long as the game isn't Fighting Force 2.

A PlayStation Christmas

Sony announced that U.S. holiday sales of the PlayStation totaled $1.5 billion. It sold approximately 3 million units from November 1 through December 31, 1999. Meanwhile, Sega has sold 1.5 million Dreamcasts in North America from September 9 through December 31, 1999. So, although the PlayStation is half the price of a Dreamcast, Sony sold about three times as many consoles in half as many months... if I had a math degree, I'd tell you what that means.

Top 10 Videogames

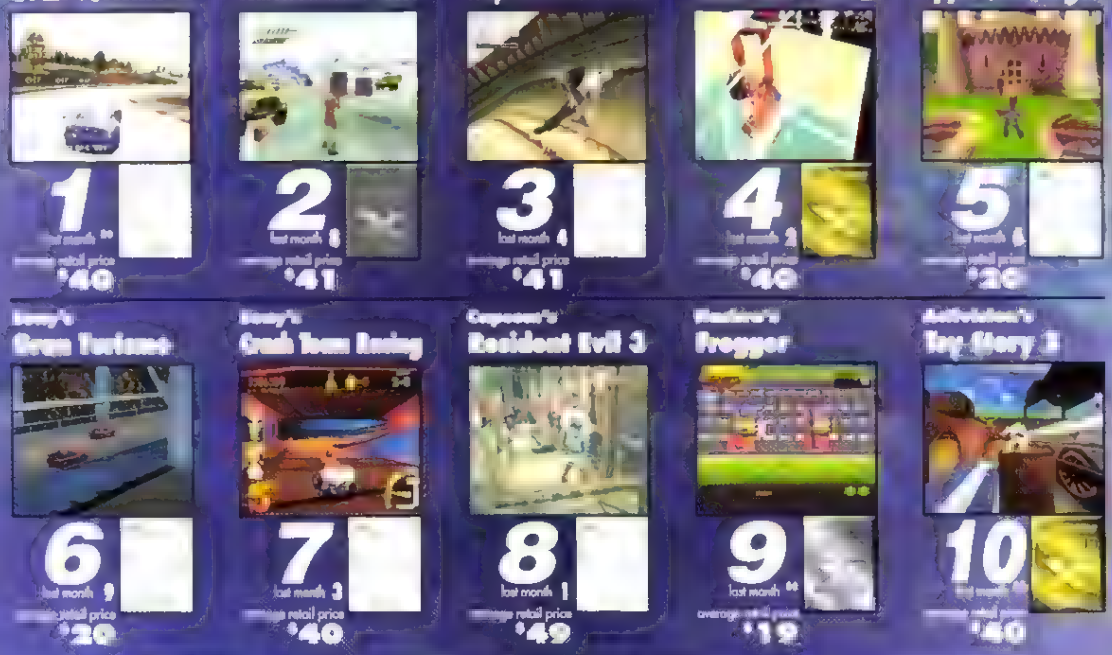
As if you didn't already suspect this by strolling through any mall this Christmas, Pokemon games dominated the best-seller list for December 1999 — taking up the top five spots. Only three PlayStation titles broke into the Top ten — Gran Turismo, Driver, and Spyro the Dragon. Listen up people! These are good games, but can't you find anything newer to play?

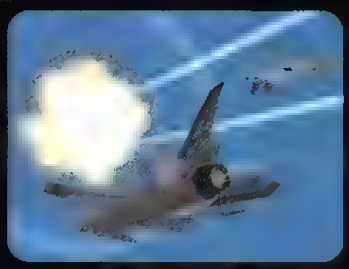
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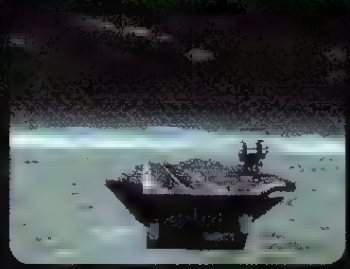


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ACTUAL IN-GAME SCREENSHOTS.

were good but not great, which resulted in a lot of silver scores. The new GameShark CDX is here, and while it is somewhat spiffy, the limitations of the CD format mean it isn't as powerful as the older hardware version.

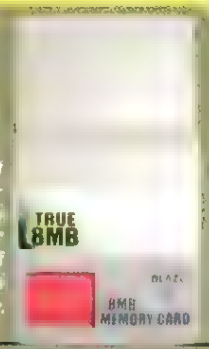
Speaking of hardware, it seems that used game shops are starting to get wise to the value of older PlayStations with the controller port, and as a result [illegible] for more than a month to find used. This is pretty high-shelf merchandise, here but it will [illegible] Shopping around a bit should turn up the goods, you'll [illegible] Keep in mind though that used merchandise, these warranty issues with the purchasing [illegible] Many times a [illegible] good source. If you find one [illegible] that you like, chances are if there's any other thing left on the shelf [illegible] it for another.



Product: True 8MB Memory Card

Manufacturer: Blaze

MSRP: $29.99



Everyone out there has heard the horror stories of the "mega-memory" cards. These cards are well-known for their inability to keep game data. One day everything looks good, the next day you find that your Final Fantasy VIII save, which represents hours of work, has disappeared. When this happens it can be enough to annoy even the most mild-mannered gamer.

The main reason the "mega-memory" cards have trouble is their use of compressed memory. Compressed memory isn't real memory, it is the equivalent of a .ZIP file on a PC. The problem is that memory saves don't always compress well, resulting in a card that may or may not have enough space for all your saves. If you completely fill a compressed memory card, bad things can happen.

The True 8MB Memory Card from Blaze is the first "mega-memory" card that we can recommend because it doesn't use compressed memory. While this means you can't store as much on this card as on compressed card it does mean that this card is much more reliable. After putting the card through the wringer for a month with no ill effects it is pretty safe to say, this one is worth the coin.







added support for hacking your own codes as well as connecting to a PC for in-depth code hacking. The original version of the GameShark Pro is arguably one [illegible] parallel port on the back of the PlayStation needed to go. Since the GameShark connected via [illegible]

The GameShark CDX is a new version of the GameShark that is designed to work on the 9000 series [illegible] memory card, the CDX allows gamers access to cheating devices [illegible]

Because it is on CD, some of the functions included with the Pro, such as code hacking, are not available with the default kit. Also, because it is on CD, the CDX is country coded. This means that [illegible]

The country coded CD also brings up an interesting question. Officially Sony does not approve of the GameShark, but unofficially there must be some sort of approval because even though the [illegible] company to produce those discs is Sony themselves.







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JOHN McCLANE STUNT DOUBLE #56
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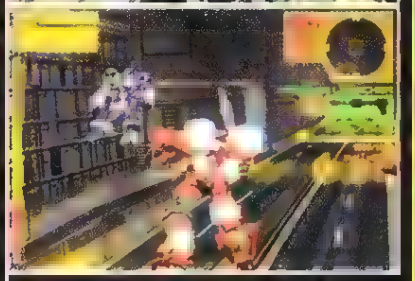
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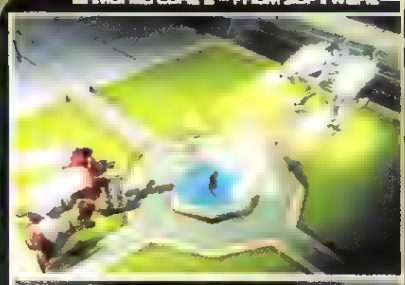


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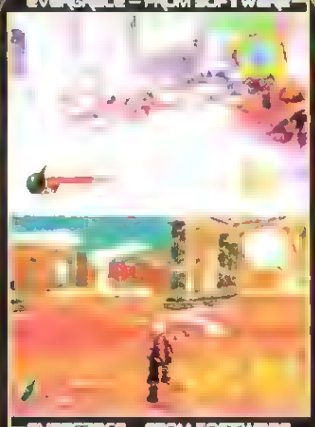
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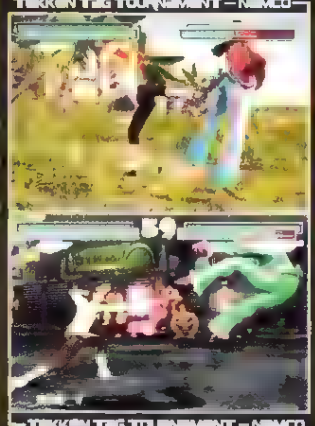
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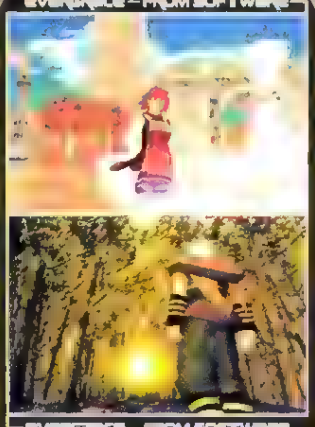
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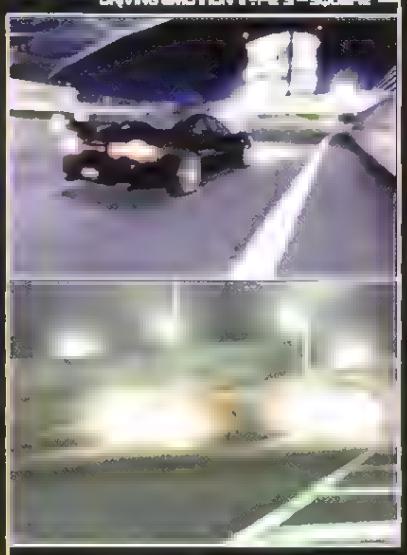
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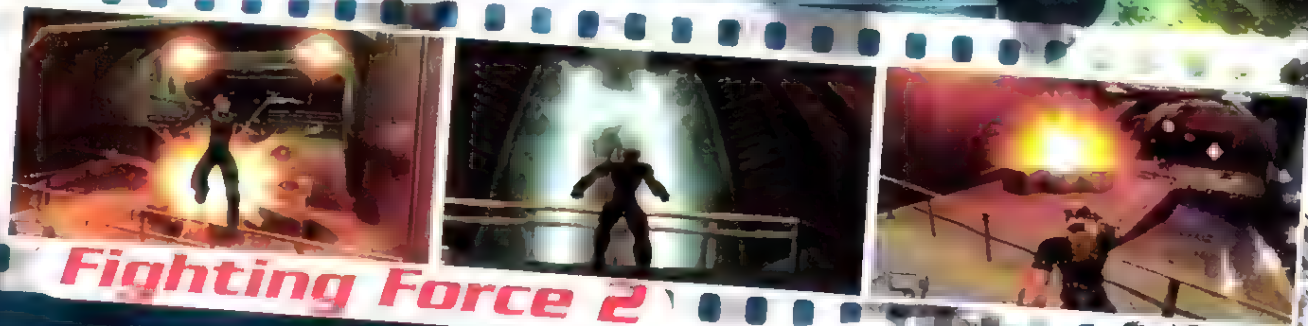


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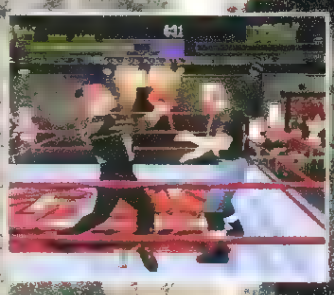
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Strong Language

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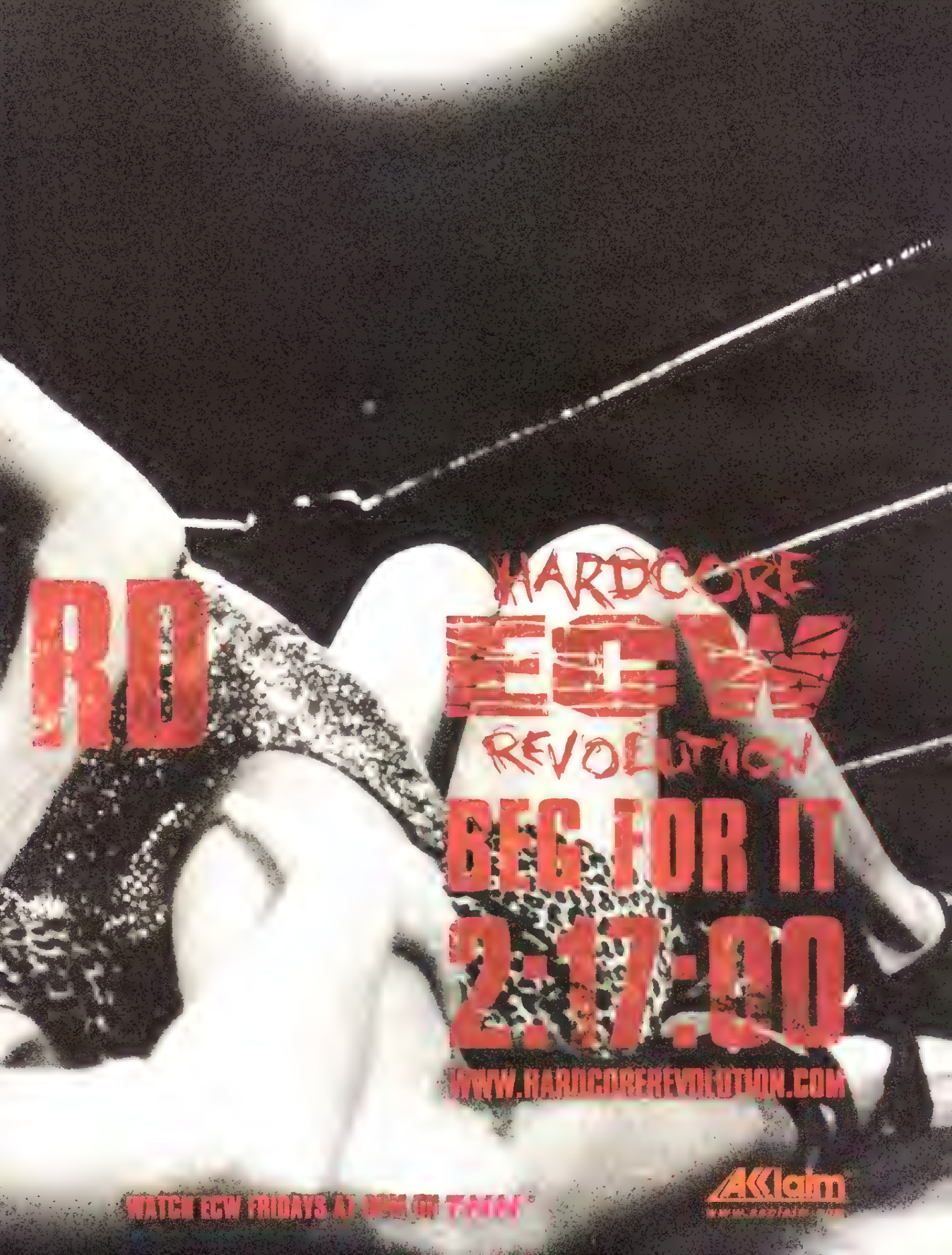
Animated Violence
Strong Language

NINTENDO 64

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NO GAMERS UNDER 17
NO EXCEPTIONS

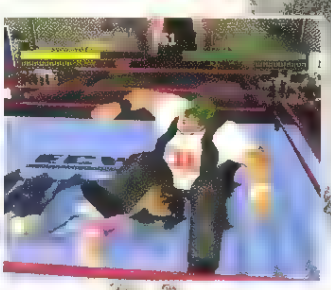
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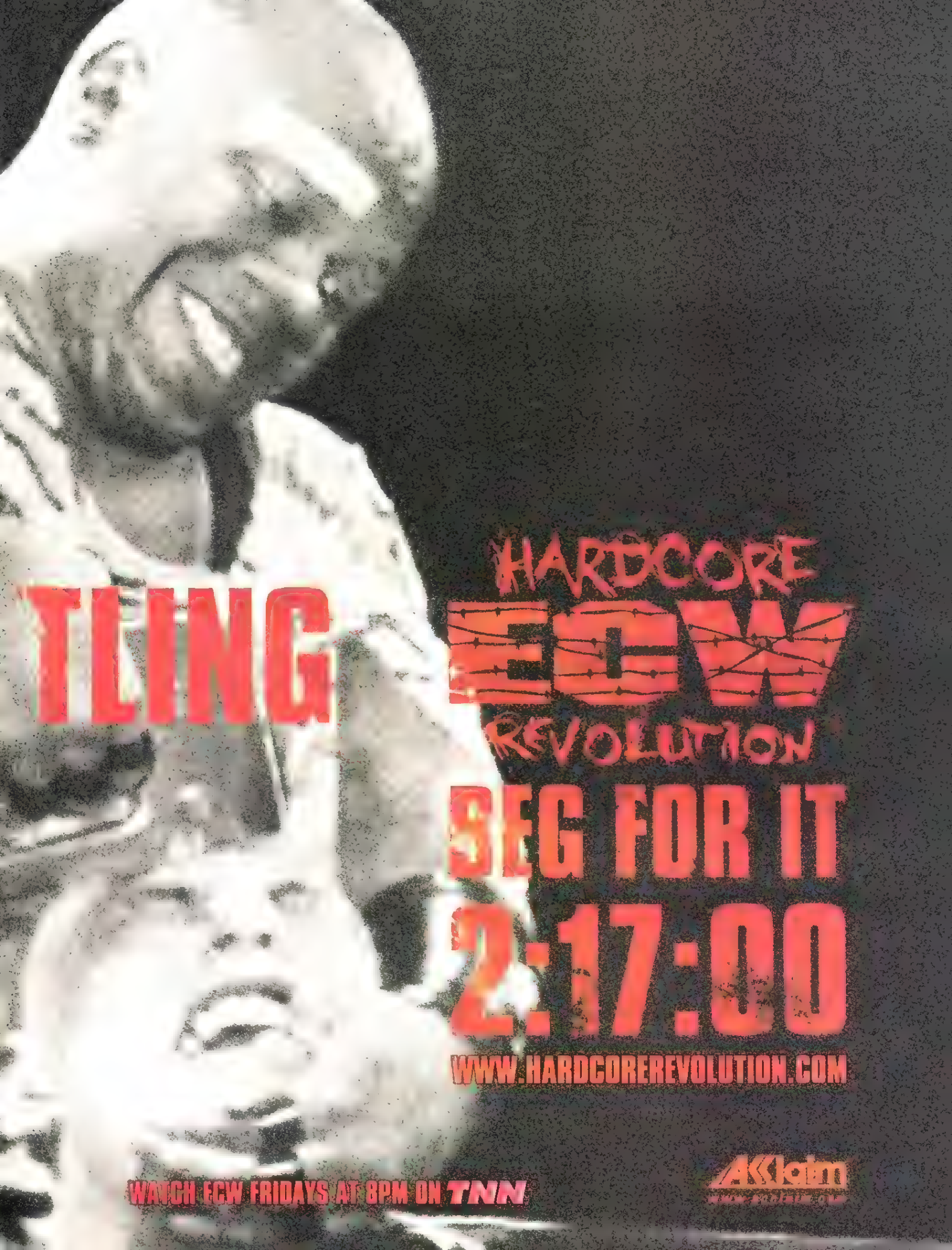


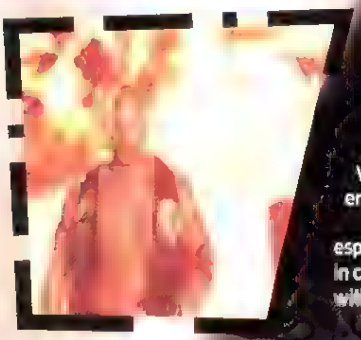
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Animated Violence
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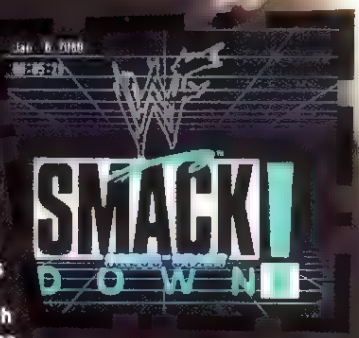
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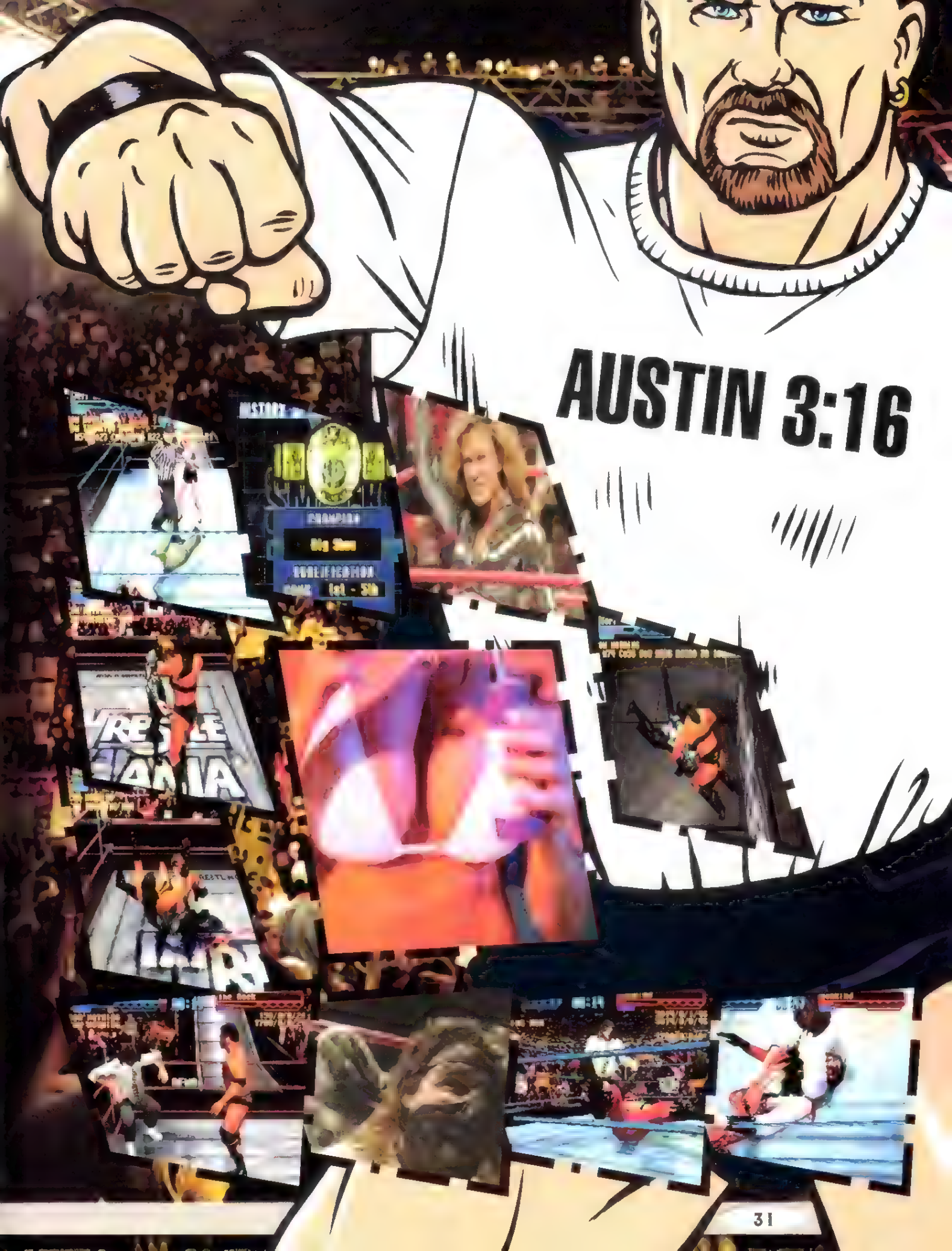
We've had the immense pleasure of spending some time with a near-complete copy of THQ's latest title WWF: Smackdown. Even at this point, with some cleaning up of the title left to be done, we can easily say that Smackdown will easily become the best Playstation wrestling game available. Talk about laying the smacketh downeth.

Smackdown is being developed by Yukes, makers of the popular Touken Retsuden series of import wrestling titles. Smackdown features over 35 of today's WWF stars. It contains a slew of game modes, including 2 career modes, a nice take on the create-a-wrestler feature, as well as actual storyline development. Yukes has also taken a unique twist on wrestler entrances. We know you Jericholics and Rock fans are among the most curious so, yes, Y2J's counter is in his entrance and, yes, the People's Elbow is in the game, and it's very easy to execute.

Gameplay is fast, even with 4 wrestlers on the screen. Wrestlers are modeled accurately with especially well done and ANIMATED(!) faces. Camera work is also well done with the camera swooping in closer, or sweeping around to give you a better look at power moves being executed. Surrounding arenas are also modeled very well, with working Titantrons and a moving audience. The audience is packed so tightly together that they seem to be more than moving 2D models. Speaking of the arenas, Yukes has definitely one-upped WCW: Mayhem in this regard. In Mayhem, you would wind up in any one of the different areas from the arena. Smackdown is actually laid out more like a real arena. You can wrestle in the ring area, on top of the ramp, backstage and then from backstage move to various parts of the arena, including the kitchen and boiler room, with only a small amount of load time.



published by: THQ
developed by: Yukes
percent complete: 75%
release: March


AUSTIN 3:16

NEED FOR SPEED™ PORSCHE UNLEASHED

published by: EA
developed by: EA
percent complete: 80%
release: April







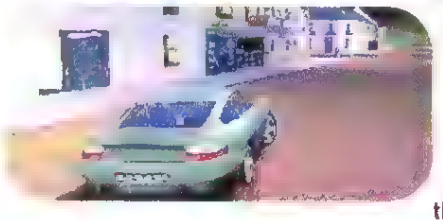






If you read our preview in the February issue of a game called "Need for Speed: No Limits", then you already know a lot about Need for Speed: Porsche Unleashed. Seems Electronic Arts has changed the name of the game, although if we had taken a close look at the screen shots in that article, we would have noticed that each and every one of them is a Porsche. Thus, the name change. After five years of the series, EA has decided to dedicate a complete game to just one car manufacturer, which seems strange since EA has the exclusive rights to not only Porsche, but to Ferrari and Lamborghini as well. Yes, Virginia, there will be no F50's and Diablo's for you this year!





NFS: Porsche Unleashed has two key gameplay modes; a mission-based mode and a career mode. The mission-based races will reward the player for performing certain tasks, such as car stunts and avoiding the cops (think "Driver"). The career mode is similar to most career modes (upgrade cars, move up levels, etc.), with the exception that there will be a record kept on the history of your car which will determine its future value. We're not quite sure how this will affect the "big picture", but it sounds interesting. Since the game is Porsche-only, you would be reasonable in thinking that there will be lots of different Porsches to choose from (unlike Porsche Challenge, which only featured the Boxster). Well, you would be correct, because there will be more than 40 Porsches in the game, including the 356, 928, 924 Turbo, 944, 911, 914, and the new 996. If you think that's a lot of Porsches, keep in mind that there were a ton of 911 variations, so that body style will be quite prevalent in the game. In addition to the sheer number of Porsches, you'll also find that there are convertibles in the game, complete with the TOP DOWN, the way God intended! And, since the top is down, you'll be able to see the guy driving the car and all of the movements that he makes (head and hands turning, the one finger salute, etc.). Cool!



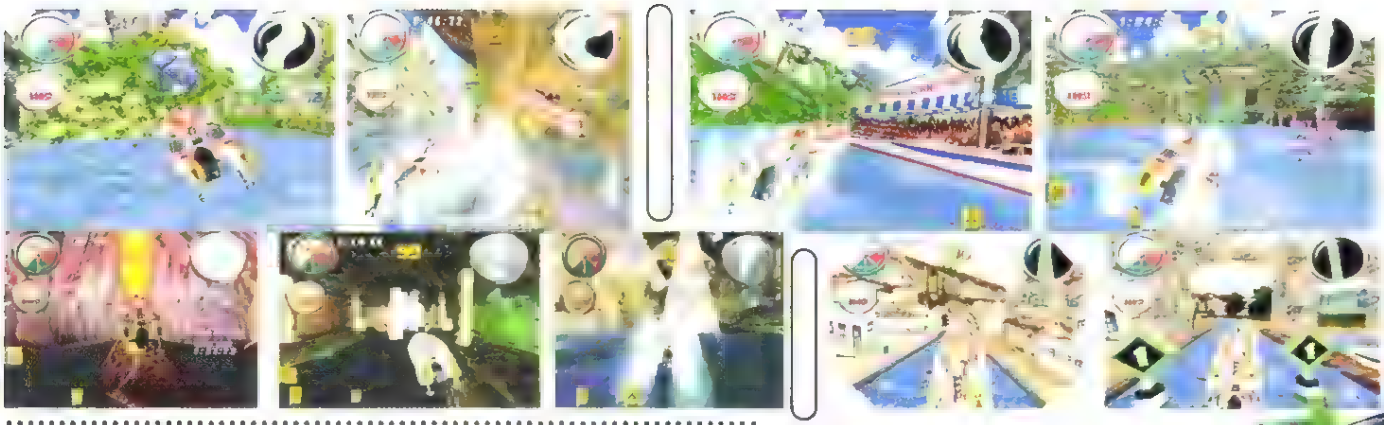


The Need for Speed series has always been one of our favorites, dating back to the series' initial introduction on the ill-fated 3DO. The beauty of the game was the fact that you could race exotic cars on wide-open courses, where it was conceivable to get the cars to reach their maximum speeds. Somewhere along the line, however, the game evolved into an episode of "Cops" and a watered down version of Gran Turismo. I speak of the last two installments, NFS: Hot Pursuit and NFS: High Stakes. Hot Pursuit was actually an entertaining racing game, despite its deviation from the original NFS premise, but High Stakes was a complete abomination The game was very linear, had poor track designs that didn't allow the cars to reach anything close to their top speeds, and featured some of the sloppiest control to be found (do you really believe that a Camaro can out-perform a Ferrari 550 Maranello?). Throw in weather effects to really screw things up, and you've got a game that had nothing to do with speed. In fact, as our "other" racing expert at Dimension Publishing (Alex Andrews) pointed out, "What is this – Need for Handling"? Obviously, it was time for a change, and we're hoping that Need for Speed:Porsche Unleashed delivers the goods.





Eric



Hydro Thunder has made quite a name for itself, at a time when arcade games seem to be going the way of the dinosaur. Midway's high-speed water racer has been seen in more than a few movie theater lobbies across the country, and the word of mouth on the title has apparently intrigued the masses at home.

Hydro Thunder was one of the Dreamcast launch titles and this version of the game is arcade-perfect. Of course, this also means that it plays like an arcade game, with very little added to make it home-friendly. However, this has not kept it from being one of the Dreamcast's best-selling games, nor has it kept it from coming to the N64 and, for our purposes, the PlayStation.

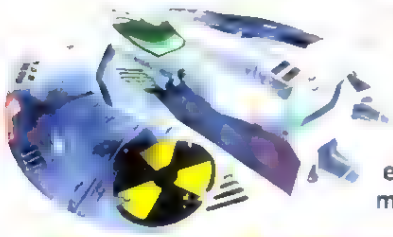
When the beta of the game arrived in our offices, we really weren't expecting much. This is the same company that gave us the PS version of San Francisco Rush – one of 1998's biggest pieces of garbage. Imagine our surprise when we found a very good translation of the arcade game, with graphics that, while a little rough around the edges, are fast and colorful, with the tremendous water effects from the arcade game making it with little loss of the original's feel, albeit at a lower resolution.



The game offers the player a number of craft with which to race, although there really isn't a whole lot that differentiates one from another, with the exception of the look of the craft, and 12 different courses (Easy, Medium, Hard and Bonus – three tracks each). The courses and the speed of the racing action are what made it for HT on the Dreamcast and in the arcade, and these features are what will help sell the PlayStation game as well. In addition, the track designs are both creative and well done, with a number of shortcuts to make things interesting. Of course, the key to success in the game lies in gathering, and proper use, of Turbo power-ups. If you don't have a tiger in your tank, you won't be able to finish high enough in the standings to continue. After all, that's what a great arcade game is all about, isn't it – an addictive and challenging roller coaster ride that rewards your skill by giving you more cool stuff to see? While there isn't a whole lot of depth to Hydro Thunder, it is a fast, fun and challenging ride that is graphically impressive and extremely addictive.



published by: Midway
developed by: Midway
percent complete: 75%
release: March



Look for our review of the game in the April issue.

Dave

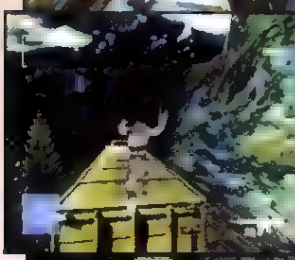


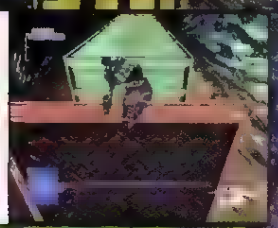
published by: 989 Studios
developed by: Eidetic
percent complete: 95%
release: March 2000

Syphon Filter 2











We have been able to play through the first ten levels (the first disc) of Syphon Filter 2 over the past month and can begin to tell you, with some authority, about the sequel to PSExtreme's Game of the Year for 1999.

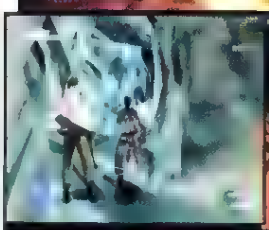
Syphon Filter 2 is not quite as free-roaming as the original and is driven by a scripting system that causes the game to play in a more linear fashion. In the game, you will play levels as both Gabe and Lian Xing, with the plot driving the character switches. While they both control much the same, Lian's missions, because of her weakened condition (caused by the Syphon Filter virus that she was injected with in the original game), are stealth driven — although she will use weapons from time to time. For his part, Gabe gets involved in some pretty serious fire-fights, but stealth is also a valuable commodity for last game's hero.

The plot revolves around the Agency's attempts to use Lian for experiments and Gabe's attempt to rescue her and save her life by obtaining the vaccine to the Syphon Filter virus. For its part, the Agency is none too happy that Logan escaped in SF1 and they are doing everything they can to kill him and re-capture Lian. New characters include Teresa, the eyes and ears of Gabe and Lian, and Chance, an Agency buddy of Gabe's that seems to pop up in the game with a certain amount of frequency. The levels that we have played have found Gabe and Lian in Colorado where Gabe's transport plane has been shot out of the sky by Agency leaders determined to keep Syphon Filter a secret. In addition, Gabe, Lian and Teresa will find their missions taking them to New York and Russia — although those levels are to be found on disc 2 — as is the two player game. As we have nothing to report on those fronts.

Gabe (and Lian) has all of the moves that owners of the original game will be familiar with. In addition, he now has the ability to jump, use a Flamethrower, and wield a host of new weapons.

Next month, Syphon Filter 2 will be the focus of our cover feature. For that story (and review), we will have a world-exclusive first-look at disc 2 and the two player game. March is almost here... Will Gabe be able to find the "seerom" in time? DAVE

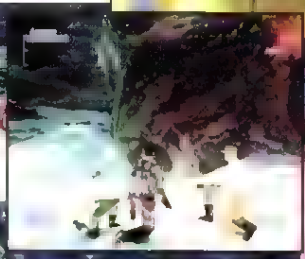


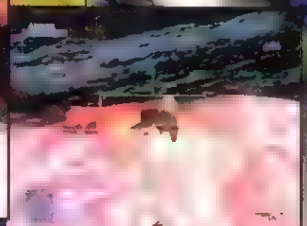












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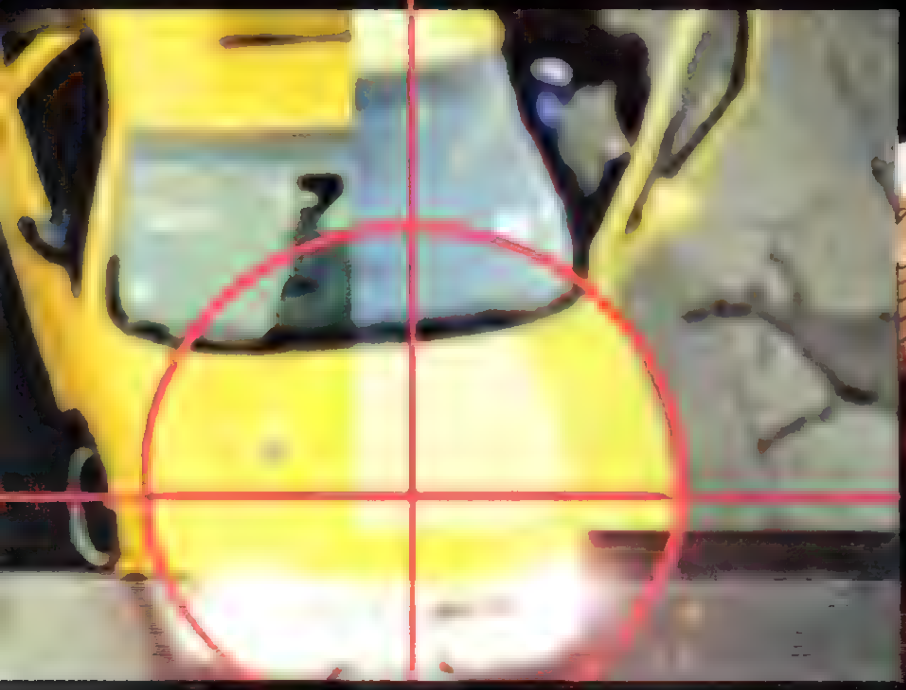
"The mother of all urban turf wars"

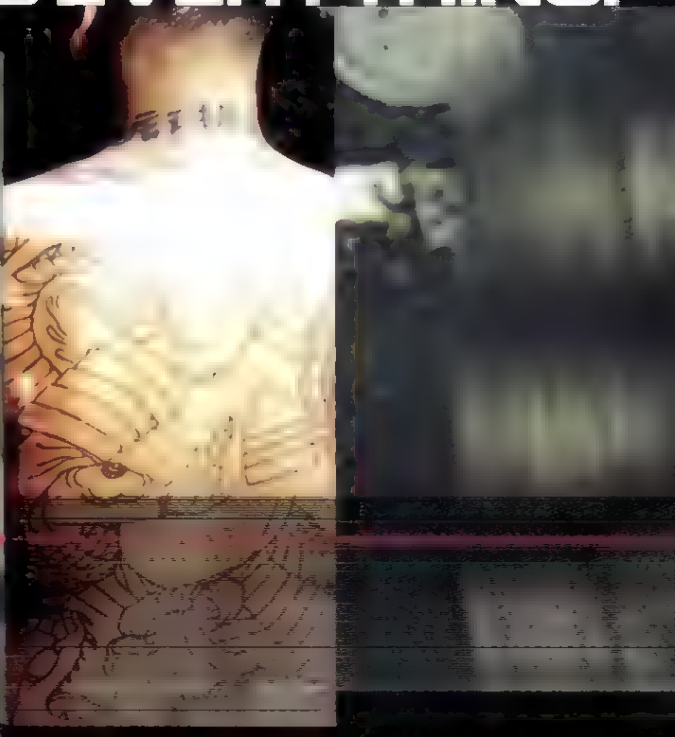
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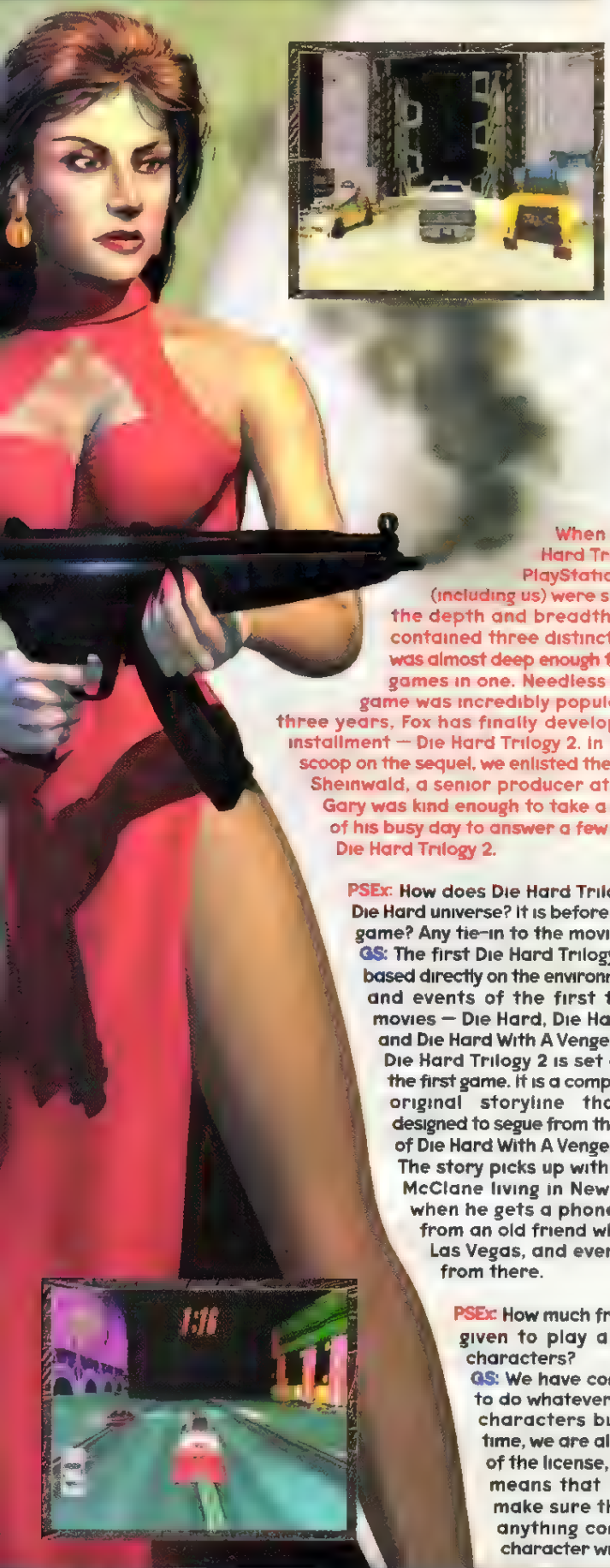
MATURE M CONTENT RATED BY ESRB

DMA Design Ltd.

PC CD ROM

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A CANDID CONVERSATION™ WITH GARY SHEINWALD, SENIOR PRODUCER OF DIE HARD TRILOGY 2





When the original Die Hard Trilogy first hit the PlayStation, many gamers (including us) were surprised at both the depth and breadth of the game. It contained three distinct play styles and was almost deep enough to be called three games in one. Needless to say, the first game was incredibly popular and so, after three years, Fox has finally developed the second installment — Die Hard Trilogy 2. In order to get the scoop on the sequel, we enlisted the services of Gary Sheinwald, a senior producer at Fox Interactive. Gary was kind enough to take a few minutes out of his busy day to answer a few questions about Die Hard Trilogy 2.

PSEx: How does Die Hard Trilogy 2 fit into the Die Hard universe? It is before or after the first game? Any tie-in to the movies?

GS: The first Die Hard Trilogy was based directly on the environments and events of the first three movies — Die Hard, Die Harder, and Die Hard With A Vengeance. Die Hard Trilogy 2 is set after the first game. It is a completely original storyline that is designed to segue from the end of Die Hard With A Vengeance. The story picks up with John McClane living in New York when he gets a phone call from an old friend who invites him to Las Vegas, and everything leads on from there.



PSEx: How much freedom were you given to play around with the characters?

GS: We have complete freedom to do whatever we like with the characters but, at the same time, we are also the guardians of the license, if you like, which means that it's up to us to make sure that we don't do anything completely out of character with John McClane and the Die Hard universe. That means that you're not going to see McClane donning a cape and flying around like a superhero, casting spells, etc.

PSEx: What improvements have been made to the Die Hard Trilogy engine? Is this the same engine we saw in the original game?

GS: This is a completely new engine — the first Die Hard Trilogy was started back in 1994, and was a first-generation PlayStation game. PlayStation games have moved on since then, and the new game has much more in the way of higher-polygon graphics, lighting and other special effects, and so on.

PSEx: In the movie mode, the game switches between all three modes (adventure, gun and driving). Is it possible to switch controllers on the fly (say yank out your Dual Shock and plug in a GunCon), or will that cause trouble with the game?

GS: Absolutely. The first DHT worked with the regular PlayStation controller, the mouse and the standard light gun. Die Hard Trilogy 2 is compatible with the standard controller, the Dual Shock analog controller, the mouse, the standard light gun, the Synchronized Light Gun (e.g. GunCon compatible), and analog steering wheels (including the neGcon). The game is very plug-and-play — you keep the standard controller or Dual Shock analog controller in Controller Port 1, and plug any of the others in Controller Port 2 and you can swap them at will. Provided the controller is compatible with the game engine in use (e.g. you don't want the wheel plugged in when you're in the shooting game) it will work. I think we work with almost every peripheral that follows the PlayStation's technical standards, with the exception of the Fishing Reel and the Pachinko controller — we just couldn't figure out how to use them!

PSEx: How many different stages are found in Die Hard Trilogy 2?

GS: If you mean levels, there are 25 levels in the main game, and perhaps some more that I'm not going to tell you about.

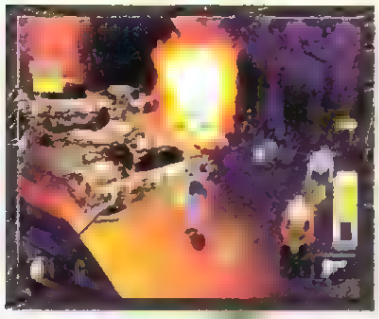








PSEx: Will players be able to jump around to their favorite levels?
GS: Well, not jump around to their favorite levels, but they can choose their favorite style of play. If you play the game in Arcade Mode, you're going to play each of the three engines in a linear fashion (i.e. the gun shooting levels one after the other), rather than following the storyline. We put this option in for fans of the first game who just want to focus on one game genre at a time. But, if you play in Movie Mode, you're going to follow the storyline and move from engine to engine. In Movie Mode, you can save your game position and resume the game at a later date.



PSEx: Any hidden secrets in this game? Anything you can tell us about?
GS: Yes, lots, but I'm not going to tell you too much. There are special levels for each game mode (i.e. Arcade and Movie) — we didn't want to give the storyline away by letting the player see the levels which are crucial to the plot, so we put some special Arcade-only levels in to compensate. There are also some bonus levels, plus we've continued the tradition started by Die Hard Trilogy, by including lots of weird and wacky cheat modes that we'll release on our web site after the game has been released.



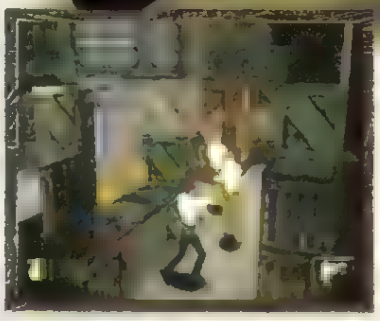
PSEx: Why make Die Hard Trilogy 2? What does the sequel offer that the first game didn't?
GS: Well, the first game sold really, really well, which is always a good reason to do a follow-up, I suppose. It's one of the biggest selling PlayStation games of all time. The sequel offers, amongst other things, an all-new storyline, completely new technology, and the two game styles described earlier. Other key elements are much more advanced enemy AI, specific end-of-level bosses, lots of new weapons, more interactive environments, and much more story-related gameplay than the first game.





PSEx: Will we ever see a female compatriot for John McClane?
GS: If you mean a playable female character, I don't think so — Die Hard is about being John McClane, not any other character (male or female). If you mean a partner, in the same sense that Samuel L Jackson was in Die Hard With A Vengeance, then I see no reason why not.

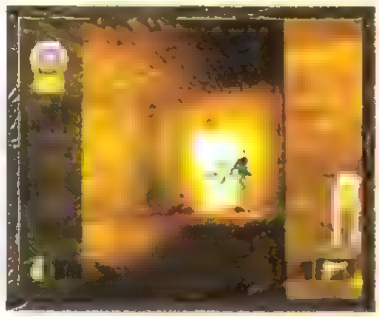
PSEx: In the movie mode, why did you choose to keep the see-through walls? Isn't that a bit disorienting?
GS: The partially-see-through walls were a feature of the first Die Hard Trilogy that was extremely popular. We brought that feature along to Die Hard Trilogy 2, but refined the technology to improve the effect.



PSEx: How many different weapons and power-ups can you find throughout the game? Can you describe a few for us?
GS: Well, as well as McClane's trusty 9mm pistol, other weapons include a Shotgun, MP5 machine gun, LAW-80 one-shot Rocket Launcher, Jackhammer, an electrical discharge Shock Rifle, and a kick-ass Flame-thrower. McClane can also find and use Smoke Grenades, Flash-Bang proximity mines, Frag Grenades and Incendiary Grenades. As for pickups, there are the usual health-related pickups, a bulletproof vest, security keycards, car keys (to allow access to special vehicles in the driving levels), nitro boost (for driving), and so on.

PSEx: Is the music in the game completely original, or is it taken from the movie series?
GS: There are two types of music in Die Hard Trilogy 2 — the completely original instrumental score, which plays throughout the game and was composed and performed by top Electronica star BT. In addition, we have some great rap tracks from the Bad Boy Entertainment family of artists, including Black Rob and Tony Touch, plus two completely new tracks, one by Lil' Zane (called "Die Hard Trilogy") and one by Fuzzbubble.

PSEx: How many times have you guys watched the Die Hard movies on company time in order to *research* the game?
GS: Well, we didn't really need to watch the movies to research the game — we all know each of the movies backwards and forwards, plus Fox Interactive's offices just happen to be in Nakatomi Plaza, the building from the first Die Hard movie!



PSEx: The original Die Hard movies were based on novels. Is the story in Die Hard Trilogy 2 an original story or is it based on a novel?
GS: It's a completely original storyline developed for the game but, if people like it enough, I suppose we could go back and novelize the game.

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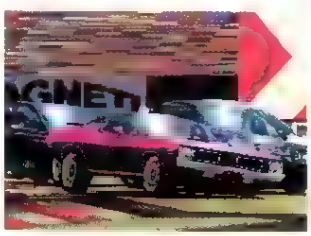
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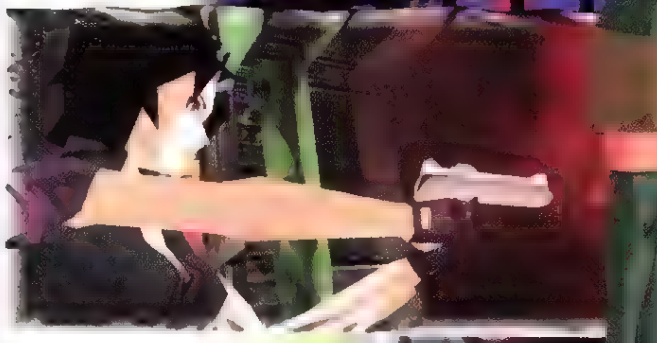
RACIN[illegible]HER LEVEL.











fear

Aside from their E3 parties, you almost have to feel sorry for Eidos. Despite bringing us one of the most popular video game characters of all time and her best-selling Tomb Raider series, the company has had almost no luck establishing any other franchises. For every Soul Reaver, there has been a Swagman, Fighting Force, Akuji and Ninja. Well, perhaps their luck is finally about to change.

In the futuristic setting of Fear Effect, three mercenaries are searching for the runaway daughter of a powerful underworld figure. Their quest takes them from the dangerous streets of Hong Kong, to a settlement of crazed villagers, a house of ill repute, and finally the depths of Hell itself. From the moment you pop in the first of the game's four disks, you'll be mesmerized by its visuals. Part Blade Runner, part Resident Evil, the game looks like nothing you've played before. Instead of trying to create realistic-looking main characters, the designers have instead opted for a distinct anime meets Heavy Metal-style.

The backgrounds are indeed pre-rendered, but there is so much animation that the environments seem to come alive with steam, smoke, fire, spinning fans, flashing neon lights, fog, passing traffic, shadows, and so forth. The game feels more three-dimensional than the Resident Evil series did, since the look of the characters blends seamlessly with the scenery. If the game were judged solely on the look and feel, Fear Effect would definitely be a winner. Unfortunately, the gameplay is not quite as polished.

In the balance between puzzle-solving and action, Fear Effect leans towards the latter. The problem is that the pseudo-3D format is not as well-suited for action as it is for puzzles and exploration. Anyone who found it difficult to maneuver around zombies in Resident Evil, or to even target them, will understand. Now imagine that the zombies are all shooting at you, and that there are fewer save points and no health refills. Neither is there a laser sighting to help you aim as there was in Metal Gear Solid. Instead, there is a targeting icon at the top of the screen which lets you know when an enemy is in range — it doesn't quite seem to match where your character looks like it is aiming, but you've got to rely upon it to have any chance of defeating an enemy.

All the familiar adventure game moves — a 180-degree turn, run, sneak, and roll — are easy to perform. There is no items menu screen, however. Instead, you must cycle through your inventory of weapons and items in real-time. As much as some complain about the unrealistic way video game characters can pause in the middle of a battle to change weapons, realism isn't all it is cracked up to be! Since you have no idea what lies ahead, it's reasonable to sneak into an area with your knife drawn. If you come upon an enemy facing the opposite direction, you can then dispatch him with a single blow without attracting attention. On the other hand, if the enemy is facing you, he'll start firing the moment you enter the room. It's not that easy flipping through your inventory to select a handgun while being riddled with bullets. As a result, you'll die quite often until you memorize where and when enemies appear.

That is my main complaint with the game: Fear Effect consists of one difficult action sequence after the next. Since you only have one life, and no medical packs, you'll die over and over before finally getting lucky — only to move on to the next room and die again. You can't save your progress anywhere you want to either, so you may have to repeat several action sequences one at a time before finally being allowed to access the memory card.

Adding to the difficulty is the lack of a clear transition between cinemas and player-controlled sequences. We're used to the screen changing to letterbox format to mark the beginning of a cut-scene when we are no longer in control of a character. Either that, or we're shown cinema scenes created with computer graphics that look different from the normal game. In the case of Fear Effect, the entire game is played in a letterbox view (which may present a problem for those with really small television sets). In addition, the cinemas use the same graphics as the game itself. Sometimes the computer takes over an action, such as making your character dive out of the way, and sometimes it doesn't. Once again, the result is a lot of dying because you didn't realize you had to climb the ladder or run away on your own. Don't get me wrong — I love the widescreen movie look, but there needs to be a clear indication when it is safe to sit and watch as opposed to actually doing something.

Speaking of transitions, the game allows you to play as three different characters, but there is not a separate game or disk for each. Instead, Fear Effect abruptly changes from one character's storyline to the other. In a film, directors often switch the scene off of a character who is about to be captured or shot and it works. In a video game, where you are controlling characters instead of watching them, it doesn't work as well. Here's an actual transcript from my brain: "Uh-oh! There's a guy behind Hana with a gun! Now if I can just... What the...? Okay, I guess I'm controlling Glas now. Let's see... if I go this way then I should be able to... oh, here's Hana again."



effect

My final complaint is that the story is too linear. Until the very end, there is only a single path to follow, meaning you don't get to make a lot of decisions. If the designers don't want Glas to enter a window you just entered ten minutes ago as Hand, you won't be able to. You just keep moving ahead until you trigger an action sequence or find an object which can be manipulated. Puzzles either require you to use the item(s) you just found, or to memorize a pattern or observe a sequence of symbols. It feels like they were just thrown in here and there to break up the pace of the action sequences.

It's too bad, actually, because the unique cinematic look of the game might have attracted non-gamers in the same way that Myst did. Initially, the game involves walking around trying to discover a "hot spot" where an action can be performed. There are not too many objects to find, other than weapons, and when you do find things such as wire cutters or keys, they are almost always used immediately. I therefore thought it was going to be more of a Riven-type game — until I came upon the shooting sequences. Casual gamers looking to explore the surroundings, solve brain teasers, and watch the story unfold may find the action too difficult. At the same time, action/adventure gamers will probably be turned off by the linear nature of the game.

If it sounds like I disliked Fear Effect, I didn't. I appreciated the fact that the game wasn't "watered down" for a younger audience. Occasional profanity, lots of blood from gunshots, and even partial nudity will ensure that the game receives an "M" rating, but these elements seemed appropriate to the gritty storyline and not at all gratuitous (except maybe for the shower scene). I was also drawn to the cinematic look and feel. It's just that, due to the above issues, the frustration factor was high. To give you an example, on the game "clock" it took me 35 minutes to complete the first disk. Sounds quick, right? Well, in actual time it took me four to five hours to get this far considering all the times I had to start over.

In many cases, it is the small things that elevate an otherwise average game. Fear Effect's unique cinematic presentation almost makes up for the simplistic puzzles and difficult shooting sequences, but not quite. It is still a worthwhile experience, but not recommended for the easily discouraged.

Mark Androvich



genre: Action/Adventure
published by: Eidos
developed by: Kronos Entertainment

origin: USA
of CDs: 4
available: March

SCORE:

COMPATIBILITY

1 Player | Analog Control Compatible | Vibration Function Compatible

BOTTOM LINE

Fear Effect is on the right track to finally give the Resident Evil series a worthy competitor and a new franchise for Eidos, but first the designers must iron out a few of the difficulties which keep it from being highly recommended.

88%

A CANDID CONVERSATION™ WITH STAN LIU, THE PRESIDENT OF KRONOS.



We recently had the opportunity to get inside the mind of Stan Liu, president of Kronos. Stan and the other talented members of the Kronos team have been hard at work putting the finishing touches on Fear Effect and were nice enough to give us their time to answer some questions about this interesting and potentially groundbreaking new title.



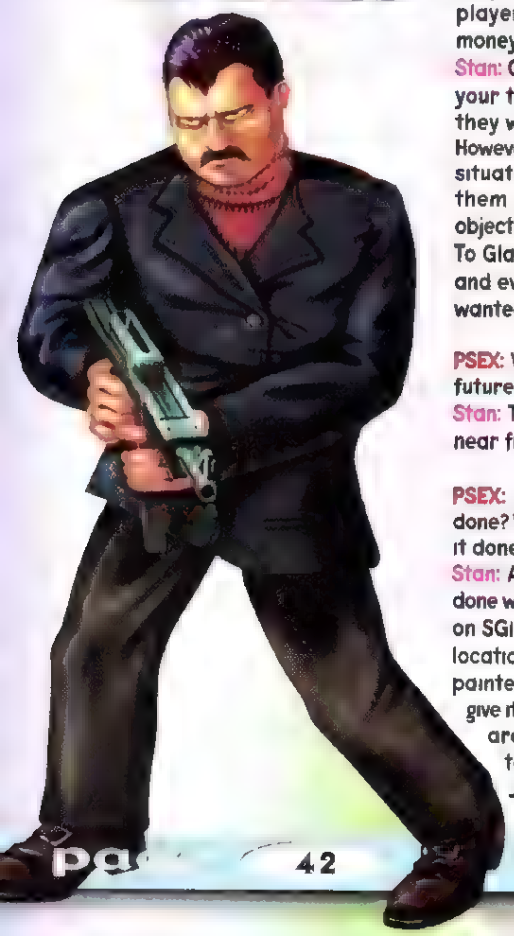
PSExtreme: Tell us a bit about yourself. What did you work on before Fear Effect?
Stan Liu: The Last 2 games that Kronos worked on was Cardinal Syn and Dark Rift.

PSEX: Who conceived of the storyline?
Stan: The concept was originally conceived by Stan Liu, the president of Kronos. John Platten, the director of Fear Effect developed final story.

PSEX: What was the inspiration for the game? Parts of it have somewhat of a "Blade Runner" feel.
Stan: In general, movies like "Blade Runner", "Ghost in the Shell", "Akira", "La Femme Nikita" and John Woo films all had a lot of influence on this game.

PSEX: Why the name change from Fear Factor to Fear Effect? Did it have something to do with the game's story? Was it a legal thing?
Stan: It was a legal thing. There was this band that had a problem with the original name Fear Factor. So we had to change it to avoid potential legal problems.

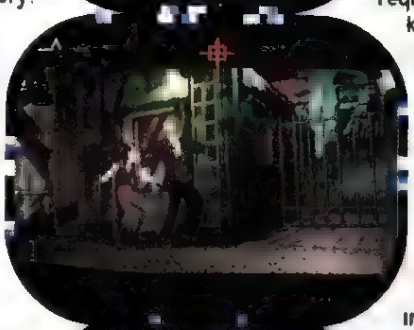
PSEX: Tell us a bit about the main characters in the game. Who are they? Why are they here? As the player are you just interested in money or is there something more?
Stan: Our characters in the game are not your traditional good guys. Originally, they were simply in it for the money. However, as the story develops, different situations in the game forces each of them to change their goals and objectives. To Hana, it became personal. To Glas, it became a mater of survival and eventually revenge. To Deke, he just wanted the money.

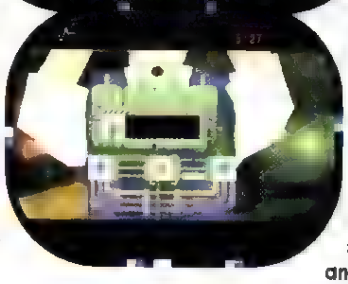


PSEX: When is the game set? Is it in the near future? Far future?
Stan: The game is set in an alternate reality China in the near future.

PSEX: How was the animation for Fear Effect done? Was it traditional cel animation or was it done on a computer?
Stan: All the animation in Fear Effect was done with Alias/Wavefront software running on SGI workstations in 3D. In most of the locations our artists went back and hand painted details onto the backgrounds to give it a more organic look. The Characters are all 3D with custom hand painted textures applied to simulated the Japanese Anime look.

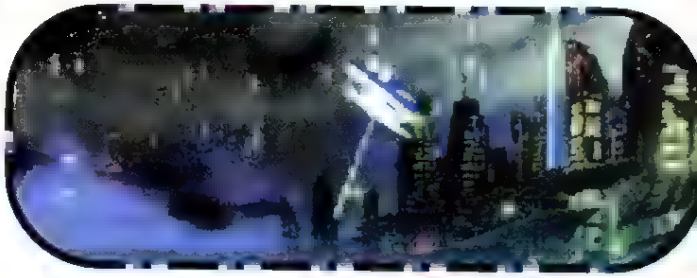






PSEX: What kinds of difficulties did you run into while developing the game? Was it especially difficult to have a background be animated versus a standard static background?
Stan: Conceptually speaking, it was difficult to explain the game and the cinematic approach to the publisher in the beginning. We had to make a short demo that encompasses all the techniques and gameplay ideas for Fear Effect. The demo alone took about three months to complete. But once everyone saw the demo, it was clear that we had something unique on our hands and we began full production on the game. Technically speaking, The Motion FX engine we created for FE required us to push the PlayStation to the limit. There were many unknown factors in the earlier stages of development. We simply did not know if the PlayStation could handle the non-stop CD streaming which is a key requirement for our game. We also did not know if the PlayStation could keep up the synchronization between the movie backgrounds and the invisible 3D geometry. We interleave all movies, camera and 3D world data together with the Motion FX engine.
Basically, when the game is running, the PlayStation is constantly uncompressing and streaming 30 frames per second movies off the CD, at the same time, it is matching an invisible 3D world beneath the movies being streamed off. On top of that, the engine synchronizes all camera data in real-time to everything that is going on. Finally, the playable character is drawn and animated on top of the movies and the invisible 3D world. It is quite a task. Since everything is constantly being streamed off of the CD, once the game starts, there is absolutely no load time anywhere during game play. In the end, our programmers gave us everything we wanted.

PSEX: How would you classify Fear Effect as a game? What genre does it fall into? Would you call this an interactive movie?
Stan: Calling a game an "interactive movie" is like giving it



a premature death sentence. :) Fear Effect is an action/adventure game that has movie-like qualities. We wanted to tell a good story on top of having solid gameplay. Movie methodologies allow us more freedom to develop the characters and set up situations in a way that is difficult to do in a traditional game format.
At the end of the day, FE is still a game not a movie.





PSEX: Can you explain a bit about the story? The game's opening movie asks more questions than it answers.
Stan: It was intentionally set up that way so that the player can dive into the game and answer these questions through gameplay. Basically, as the story goes, when the daughter of a powerful Chinese businessman disappears into the hedonistic and dangerous Shan Xi Protectorate under mysterious circumstances, our team of specialists infiltrate the city and attempt to reach her first, hoping to leverage her safety for a sizable pile of cash. But what begins as a mercenary snatch and grab to retrieve a young



runaway instead becomes a mission more perilous and important than any other that they could've imagined. Our characters eventually discover the truth behind the seemingly innocent girl who is herself hiding a secret so terrible that many will die before it is revealed.

PSEX: Fear Effect ships on four discs. Is it a very long game, or is all that space needed to store the FMV? What is the estimated completion time?
Stan: In total, Fear Effect has over two-and-a-half hours of movie assets. Of that total, less than half an hour was used for movie cut scenes. Every single background and puzzle in the game is in some way a small movie. That's the main reason FE is on four CDs. I would say for average gamers, the first time they go through the game will probably take them 25 to 30 hours. There are five different endings to the game. However, we don't make you play through the entire game in order to see the different endings.

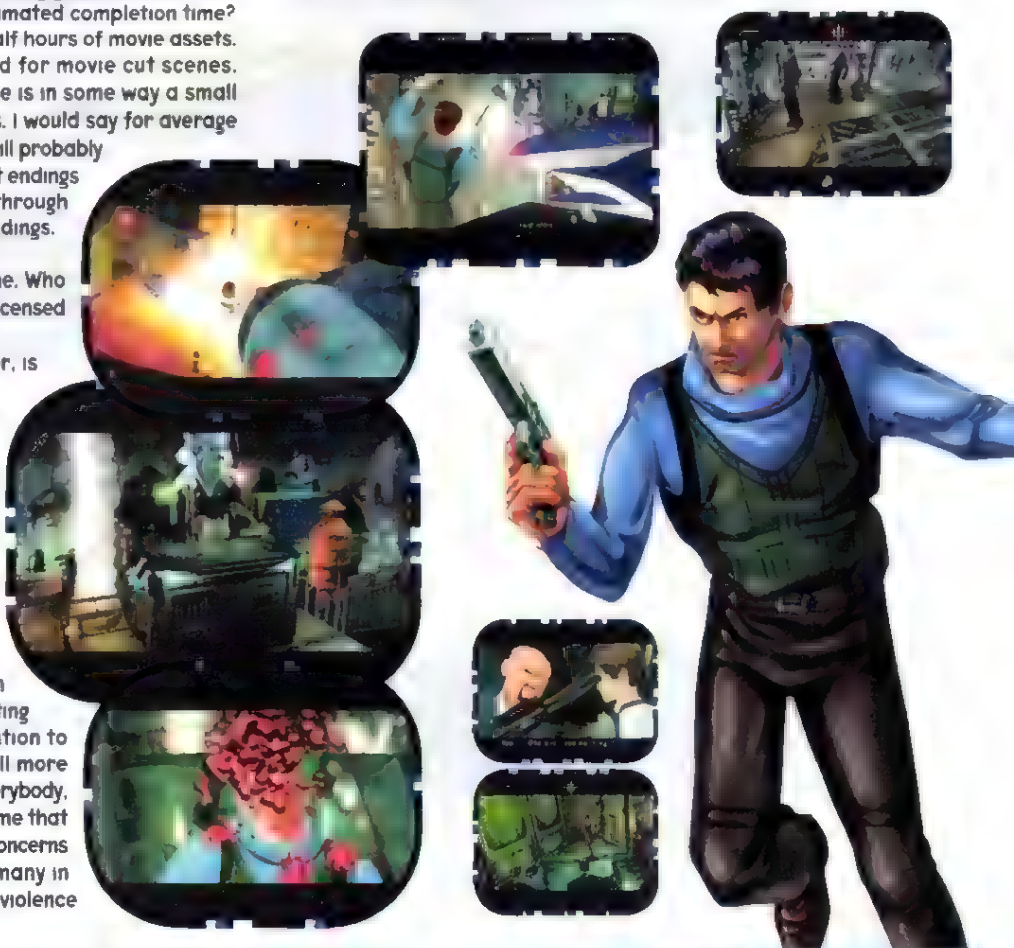
PSEX: We really liked the music used in the game. Who did the soundtrack? Was it done in-house or is it licensed music?
Stan: Matt Ferniss, our in-house sound engineer, is the one responsible for the soundtrack in FE. He was working for Sony's 989 Studios before he joined us here at Kronos.

PSEX: Do you think that the Mature rating on the game is going to limit the potential audience or do you see it as something that allowed you more freedom to make the game you wanted to make? Was there ever any talk about toning the game down to get a lower rating?
Stan: We never thought of ratings when we were making this game. Our goal was to create an exciting gameplay experience and tell an interesting story at the same time. It was never our intention to water down that experience so that we can sell more copies. We understand that if you try to please everybody, you'll end up pleasing no one! FE is definitely a game that is aimed for an adult audience. There were some concerns with localization for different countries. Germany in particular has a huge problem with some of the violence in FE. Per Eidos's request, we had to go back and change some parts of the game for the German version.

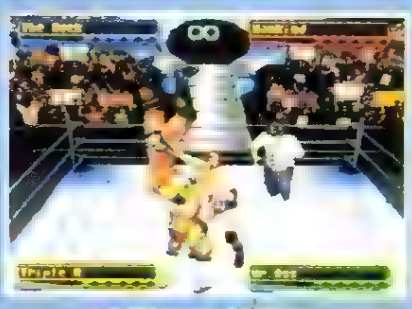
PSEX: Now that Fear Effect is finished, what upcoming projects do you have?
Stan: We are in the early stages of putting FE2 together.

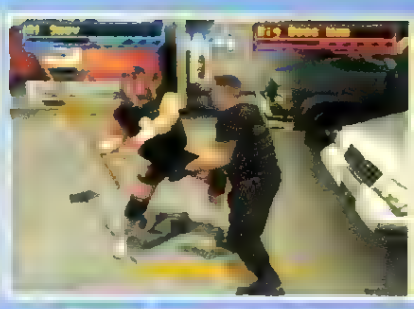
PSEX: Any PSX2 projects? It seems as if the DVD drive on the PSX2 would be perfect for a Fear Effect sequel...
Stan: We are most definitely looking at PSX2, but it all depends on when Sony is going to release the console here in the U.S. I do believe that it would be perfect for a "pre-quel".....

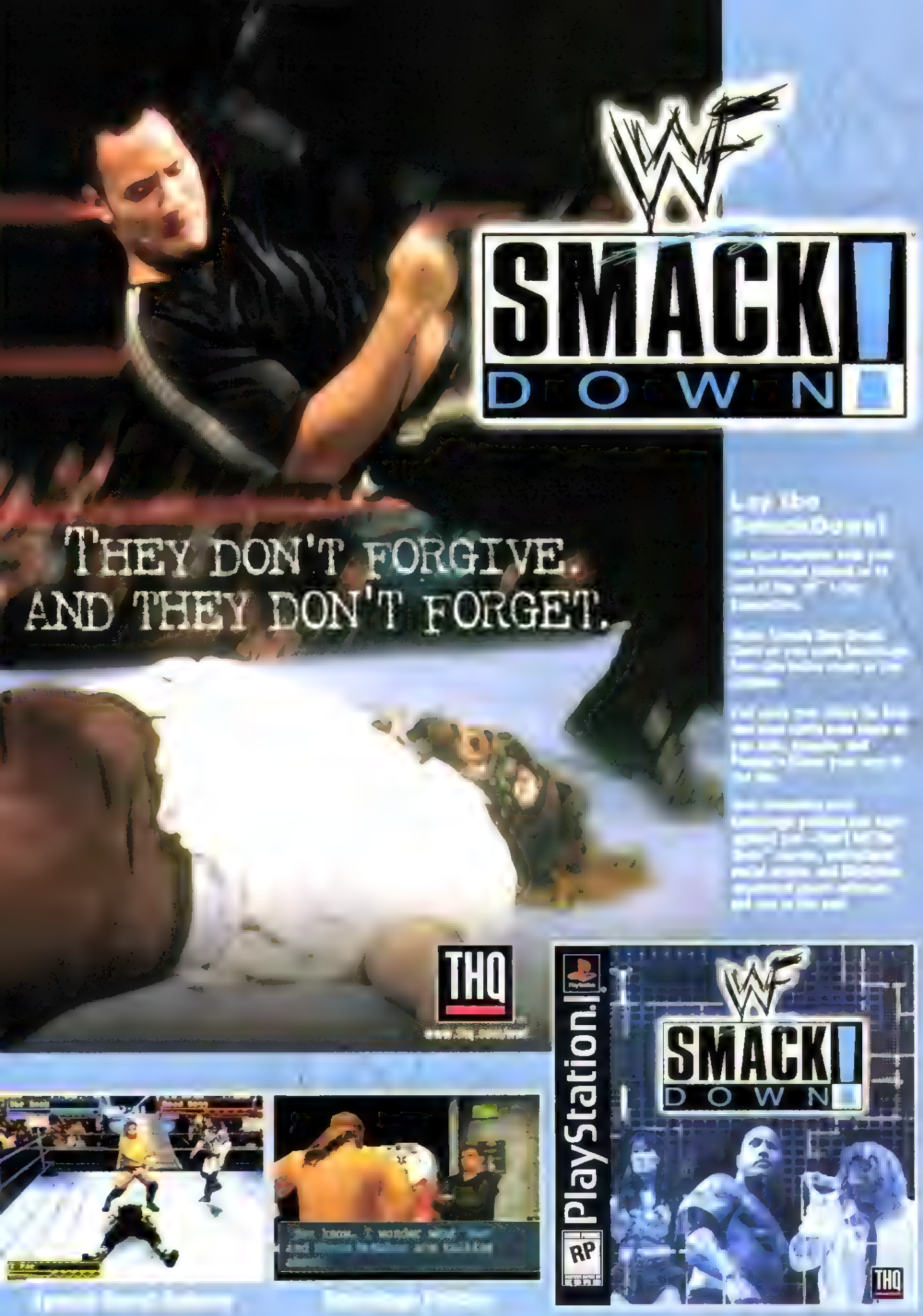
PSEX: Any last thoughts?
Stan: Yes, Fear Effect was our attempt to introduce a coherent story and logical gameplay to the action/adventure genre. The gameplay is not about winning or beating the game. It is definitely not only about gun play (although there will be plenty of that within the game) or solving typical puzzles. The objective of FE is to provoke emotional responses from the Player (such as, laughter, screams, anger) by immersing them into an imaginary world filled with intrigue and surprise. Like watching a great survival action film – when the movie is over, the audience is rewarded with a satisfying experience – they laughed, they screamed and they're always on the edge of their seats. When the Player finishes FE, we hope that the ultimate experience should not be any different.




Betrayal
Heartache
Treachery
Deceit






WF
SMACK!
DOWN
THEY DON'T FORGIVE.
AND THEY DON'T FORGET.
THQ

PlayStation
WF
SMACK!
DOWN
RP
THQ

the 3do co.

ARMY MEN WORLD WAR

april



The Army Men games from 3DO have been one of the nicest surprises in the last couple of years, and as such, 3DO is continuing to build the franchise. The latest title in the ever growing library is Army Men: World War. This time around, it's D Day for the Green Nation and they are invading the shores of the Tan homeland. World War features 25 missions covering six different terrains. World War will also feature a host of new weapons, such as the ability to call in strategic air strikes, stage an airborne landing, fire bazookas, howitzers and mortars, and the ability to reach out and touch someone with your bayonet. This time around you will also be able to engage in a cooperative mode, as well as a capture the flag mode. Army Men: World War is scheduled to ship sometime in the first quarter. Look for more detailed information and a full review in the coming months..







the 3do co

SAMMY SOSA SOFTBALL SLAM

march



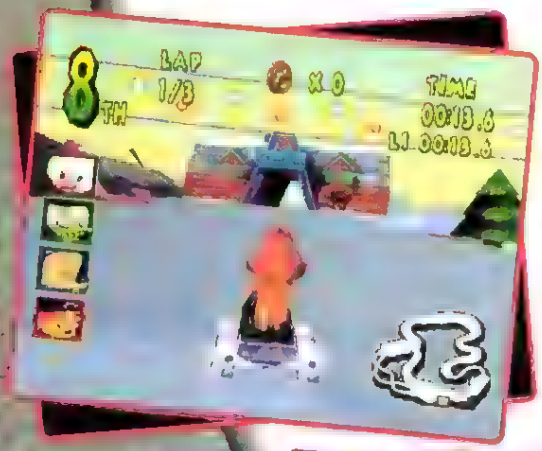




Every now and then, we think we've seen it all, then along comes a curveball to slap us back into reality. 3DO is using its new baseball pitch man. Sammy Sosa, to grace the cover of its new softball game, Sammy Sosa Softball Slam. You read that right, a softball game featuring Sammy Sosa. don't worry, it's not a "true softball sim", it's more of a arcade-style free-for-all. If you've spent any time around the great American suburbs, you've probably seen a few softball games and those that participate in the sport. 3DO is trying to recreate this experience with Softball Slam. As such, you'll have the stereotypical players to choose from. You know, the dudes with the beer guts and the chicks with those "cute little shorts". The emphasis of the game is pure arcade fun and a few belly laughs on the side. There are a total of eight teams and 20 players. You can play all female, male or co-ed. There are six fields to choose from where you can play an entire season or a single game. The game is due to ship around opening day where you'll find the staff of PSEXtreme at the new PAC Bell park watching the Giants start their march toward a World Series ring.







eidos

MAGICAL RACING QUEST

april

As video game journalists, one of the more common topics of discussion around the proverbial "water cooler" is what kind of game you would make if you had the opportunity. At the palatial offices of Dimension Publishing that answer is a Disney-based game where you can explore the different worlds in one of Disney's famous theme parks. Well, Eidos is coming very close to our dream game. Eidos and Disney have teamed up to bring out three titles, the first of which is Walt Disney World: Magical Racing Quest. WDW: Magical Racing Quest is being developed internally by Crystal Dynamics studios and is similar in design to Crash Team Racing and Mario Kart, except in this game you're racing as famous Disney characters, including Jiminy Cricket and Chip and Dale. The game's eight environments/tracks are all straight out of Disney World and include Pirates of the Caribbean, the Haunted Mansion, Thunder Mountain and Space Mountain. The game, as you would expect, features a multi player mode via split screen for both racing and arena battle modes. WDW: Magical Racing Quest is expected to ship in March of this year.













acclaim

VANISHING POINT

april



At the Electronic Entertainment Expo in LA this May all of the latest and greatest will be displayed. In the mean time, however, there is the typical 1st quarter dribble of games coming out. Acclaim seems to be ignoring the trend and is releasing new titles at a feverish pace. Their latest is Vanishing Point, an arcade-style driving game using licensed super cars from Lotus, McLaren and others. An interesting tidbit here, the reason the game is called Vanishing Point is because the developers, Clockwork Games, have developed an engine with massive draw distances. What that means to you and me is that there will be none of that annoying pop up that we see in just about every racer out there. Aside from the technology aspect, Vanishing Point offers high-speed arcade action using some of the most exotic cars available today. In addition to racing, you have the ability to do barrel rolls, slaloms and long jumps all through an extensive traffic system. Vanishing Point may just be the surprise of the Spring.



the 3do co.

FAMILY GAME PACK

march



To make sure 3DO doesn't miss the mass market boom of the PlayStation, they are bringing out their "Family Game Pack" this Spring. What is a family game pack you ask? Well it is a collection of over 25 games that can be enjoyed either singularly or as a family. Family Game Pack includes such standards as Spades, Hearts, Go Fish and Old Maid, as well as other favorites, such as Chess, Checkers and Dominoes. In addition, there are also casino games included, such as Slots and Blackjack as well as five different versions of Solitaire. The appeal of a game like this is obvious – tons of replay value for a low entry point. There are enough consumers out there who are dying for fun and easy to play multi player games. Make no mistake, the Family Game Pack isn't intended for the hard core enthusiast, but more the casual gamer who got their PlayStation for Christmas and has tired of the two games he/she got with the system. The game is expected to ship this Spring.







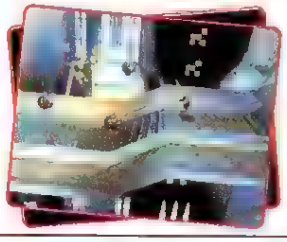
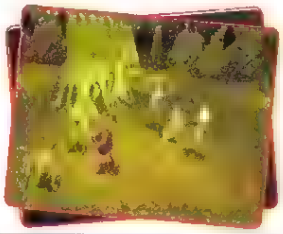
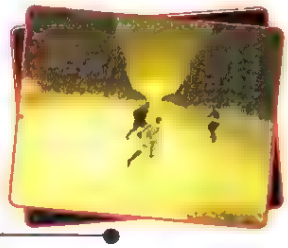
lucasarts

JEDI ARENA POWER BATTLES

may



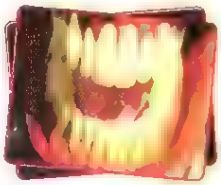
With The Phantom Menace falling way short of its hype, LucasArts is still trying for that blockbuster PlayStation title and is gearing up to release Jedi Power Battles this Spring. Jedi Power Battles is an arcade-style action game that pits you against the Sith and Trade Federations' most powerful droids. There are five Jedi characters to choose from and each have their strengths and weaknesses that must be weighed before entering the battle. The game is point-based with a reward system for power ups, such as the ability to strengthen your force abilities, provide a super boost for your lightsaber and increase your health. Of course, the main draw is to be able to fight Darth Maul but, in order to get there, you must get past all of the previous bosses. While LucasArts haven't quite had a PlayStation Star Wars hit yet, let's hope that this one delivers the goods. Look for more info in the coming months, we should have a complete review in the May issue.

snk

KODELKA

april



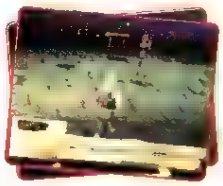




SNK is finally taking the plunge into the risky world of self-publishing their own titles for the PlayStation. Breaking the trend of releasing nothing but 3D fighters, they have a very unique and good-looking action/RPG by the name of Kodelka for release around April. Combining a little bit of Capcom's Resident Evil – static, pre-rendered backgrounds with 3D characters – and a battle system similar to Konami's Vandal Hearts – turn-based, strategic fighting – this dark and gothic game encompasses four discs. While the story line is not clear at this point, it does revolve around a beautiful girl with strange powers. From what we've seen so far, the game's CG cinemas rival anything Squaresoft has done to date and the in-game graphics are just as sharp.







989 sports

MLB 2001

april



Unlike the Nintendo 64, which seems to be ending its lifecycle with little more than a whimper, the PlayStation library will continue to see good titles arrive throughout the year. And, as most baseball fans would have it, MLB 2001 from 989 Sports will be one of the better titles released. Why is that, you ask? Well, since PSExtreme awarded MLB 2K "Sports Game of the Year" honors, you gotta believe that things will only get better for 2001! New features for this season include improved player models that show more detail than ever before. There's also a new Franchise mode that will require you to earn points in order to make your team "high profile", allowing you to sign better free agents. MLB 2001 includes more than 250 different batting stances, a dozen new camera angles (zoom-ins and cut-aways like those found in Griffey & Triple Play), and all of the new ballparks are in the game (PacBell, Safeco, Miller, and Comerica). All of this, plus the "voice of baseball", Vin Scully, should make MLB 2001 even more entertaining than last years' game. Look for more info in the next issue of PSExtreme, the official PlayStation magazine of Willie McCovey.








ea sports

ROCK THE RINK

april



Why, what do we have here? EA is introducing a new product into their sports lineup, in the form of a 3-on-3 arcade hockey experience known as "Rock the Rink". Wow – when end-of-the-system sequels dominate the release schedule for the rest of the year, EA Sports is actually bringing out something new. Of course, this type of arcade-style hockey was done a few years back by Midway with their Wayne Gretkzy Hockey, but EA apparently has something different up their sleeves – or do they? Well, for starters, Rock the Rink is more "over-the-top" with the types of shots, moves, and punishment that can be dished out. On offense, you're player will be able to jump over a defender via the leapfrog & helicopter moves, and avoid the other guy with the tornado and corkscrew moves. On defense, you can pile drive a player or give 'em the ol' straight-arm and clothesline. There's a ten second shot clock that keeps the action humming along, and a challenge mode, where you start off as one of seven different fantasy teams, trying to unlock the 28 hidden NHL teams.



ea

STREET SK8TR2

march



As with snowboarding the year before last, it looks like skateboarding will be the next overdone video game trend. While Tony Hawk's Pro Skater is still the undisputed leader of the pack, EA still holds claim to being the first developer to come out with a skateboarding title. While the original Street Sk8tr was mediocre at best, (the game was nothing but a simple arcade/racing game on rails) the sequel, Street Sk8tr 2, seems to have grown up quite a bit. Taking a page from Tony Hawk, SS2 is a lot more in-depth and complex, and even features a free-roaming 3D engine. Some of the unique features of the title are the ability to build your own skate park, as well as skate in four different international cities (Miami, San Francisco, Moscow and Washington DC), while competing in eleven different events. The game offers two trick control systems to choose from – Amateur and Pro and, of course, there is a multi player mode, via split screen and four player multi-tap action. You can also expect licensed boards such as Powell and a licensed soundtrack from an array of "hot new artists".





sony

MEDIEVIL II

may











Unfortunately, Sony's Medievil II came in to our offices the day this issue was due at our printer. Fortunately, as is always the case, we were running late with the issue and were able to get these shots in from the first two levels of the game before we were flogged by our customer service rep. If you're an avid reader of PSExtreme, then you might recall we put the original Medievil on our cover way back in September of '98. To say that we are fans of the original is a gross understatement. The game was oozing with artistic style, great action/platform gameplay and quite a few ingenious puzzles (thus helping the sales of our official strategy guide). When we were told, off the record, that a sequel was in the works, we could hardly contain ourselves and, although some of us wouldn't admit it, actually squealed like a bunch of school girls. The key to making a great sequel is not messing with the original formula too much. Thankfully, the developers at SCEE stuck took all of the elements that made the game so original and entertaining and just expanded on them.Without a doubt, Medievil II delivers a great balance of something familiar and something new. Sir Dan returns as the undead hero, as valiant yet clumsy as ever. All of the fundamental game structures are identical to the original Medievil – the perfect balance of exploration, puzzle-solving, battle and platform elements. At the same time, Medievil II offers a whole new set of challenges and amazing gameplay, with new moves (climbing, pushing, pulling objects), new playable characters and a host of technological advancements and features. Some of these include a whole new arsenal of weapons for Dan, such as a gatling gun, bombs, blunderbuss, pistol and torch, a variety of new characters to interact with – an Egyptian Princess (Dan's new love interest), a mad professor who advises Dan on his missions, Winston – a fast-talking, all-knowing help-ghost, and The Spiv – a wheeling-dealing merchant. In addition, Sir Dan becomes different characters throughout the game. At one point, he loses his head and becomes Headless Dan. In thins mode, Dan has to use his stationary head as a perspective in order for his headless body to find and reclaim it. Sony has also ensured that the game is loaded with sub-quests, mini-games, larger, more detailed levels, and tons of unique puzzle solving. Believe us, there is still so much to report about this exciting game. We'll revisit it more in-depth next month, including the story line and a hands-on preview.









konami

NIGHTMARE CREATURES II

march



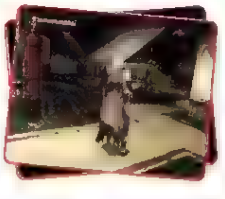




Konami and Universal Interactive might have a coup on their hands with Kalisto's follow-up to Nightmare Creatures (which was originally published by Activision). The sequel (simply titled Nightmare Creatures II) which is due out late March, looks incredible, sporting a brand-spankin' new 3D engine (running at a higher resolution) and a whole new storyline. The game is set in Paris 100 years later from the first. The evil and twisted Adam Crowley has come back with a vengeance and it's up to you, as a tortured soul who was subjected to years of abuse, experimentation and torture by his hand, to exact your revenge and put a stop to this mad man and his legions of fiendish undead. Along the way, you'll encounter a young heroine who joins the fight as a playable character. One of the coolest things about this sequel is that the developers actually took all of the feedback from the first game and went back to the drawing board with the sequel. In addition to hand-to-hand, weapon-based combat, your character can now swim, jump up and grab higher levels, and climb ladders. The levels are 50% bigger than before and there are basically no doors that can't be opened and every room can be explored. Kalisto has gone to excruciating pains to offer up more variety from the last. There is a fair amount of puzzle solving to be had mixed in with the fighting and, instead of the difficult to perform combos found in the first game, both the main characters and the enemies can pull off gore-filled fatalities. It's no question that these guys know how to produce great atmosphere and Nightmare Creatures II has it in spades. The levels are very gothic and dark, and there are plenty of scare-inducing, scripted events reminiscent of many of the classic horror films we grew up with. While most PlayStation developers have already jumped ship to produce their next titles for the PlayStation2, it's nice to see that there are still a few developers willing to invest the time and make something special. Expect to see a lot more of Nightmare Creatures II in the next few issues.













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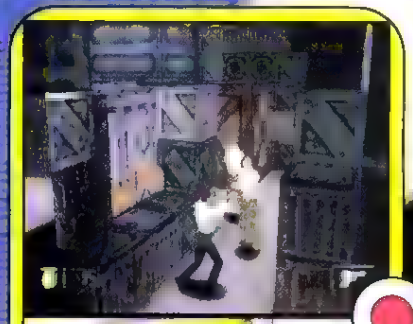
www.eagleone-thegame.com

REVIEWED BY:
MARK ANDROVICH

GENRE:	Multi-genre
PUBLISHED BY:	Fox Interactive
DEVELOPED BY:	N-Space
ORIGIN:	USA
# OF CD'S:	1
AVAILABLE:	March

DIE HARD TRILOGY 2

MATURE M CONTENT RATED BY ESRB

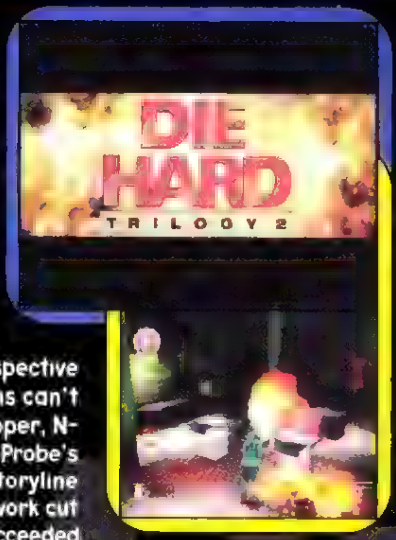








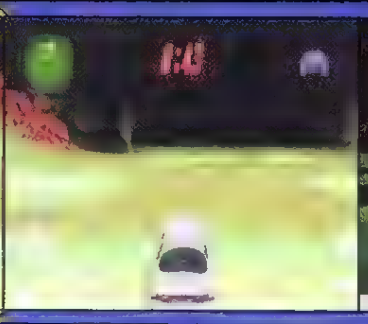


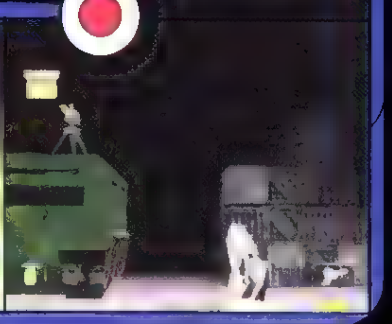












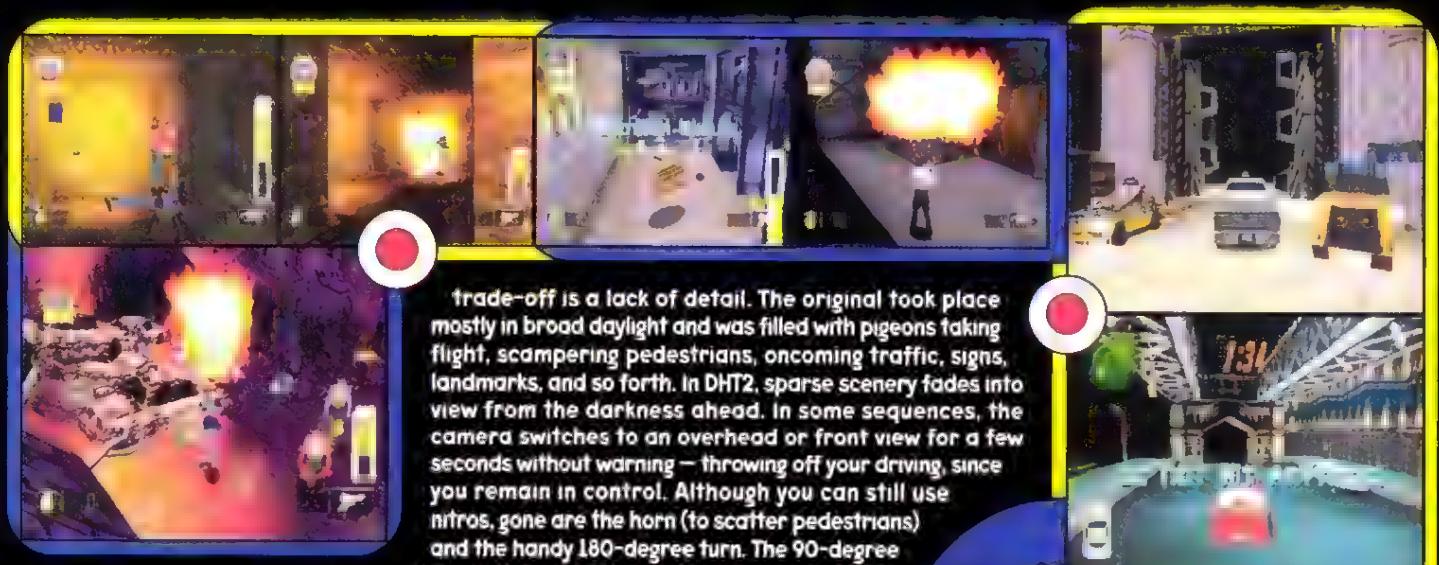
The original Die Hard Trilogy game consisted of three separate contests – a driving game through New York City, a third-person action/adventure inside the Nakatomi Plaza building, and a first-person shooter at Dulles Airport. Each of these games were good enough to have stood on their own – together, they made for a compelling package.

In the three years since DHT was released we have seen a lot of quality titles come our way, such as Time Crisis, Metal Gear Solid, and Driver, which set the standard for their respective genres. The original DHT is still fun, but for obvious reasons can't compete with these games. Nevertheless, DHT2's new developer, N-Space, decided to emulate the three-games-in-one approach of Probe's original. Add the fact that they had to create a brand new storyline instead of using familiar movie plots, and they had their work cut out for them. For the most part, the developers have succeeded in capturing the look and feel of the original. Unfortunately, in some areas the sequel is actually less impressive than the original.

Let's start with the shooting game. Like the original, DHT2 supports a Konami-style light gun, although we now have analog sticks which weren't available the first time around. As before, the game is "on rails" – you must go where it leads you. However, where camera movement was smooth and fairly logical in the original DHT, here it swings around wildly. It will turn in one direction, causing you to target a perceived threat, and then it suddenly turns somewhere else causing your targeting to be thrown off. I guess the idea is to simulate John McClane looking to his side, but it ultimately makes the game more difficult than it needs to be.

There is so much screaming and gunfire going on that you need a clear indication that you've been hit. Unfortunately, the game doesn't give you one! I don't understand why the developers didn't at least use the vibration function, seeing how they dropped the visual cue of the original. On the plus side, most of the objects in the surroundings can still be destroyed or damaged and there are health power-ups and weapons to be found. However, the camera moves so fast through the levels that you hardly have time to shoot potential power-ups. The targeting system has also changed for the worse. Instead of enemies being targeted the second they appear on the screen, the target indicator moves around before coming to rest on the bad guys. Distracting, to say the least. Finally, shots don't always seem to register. One guy might remain standing after two head shots, while another drops like a sack of potatoes after a single hit in the leg.

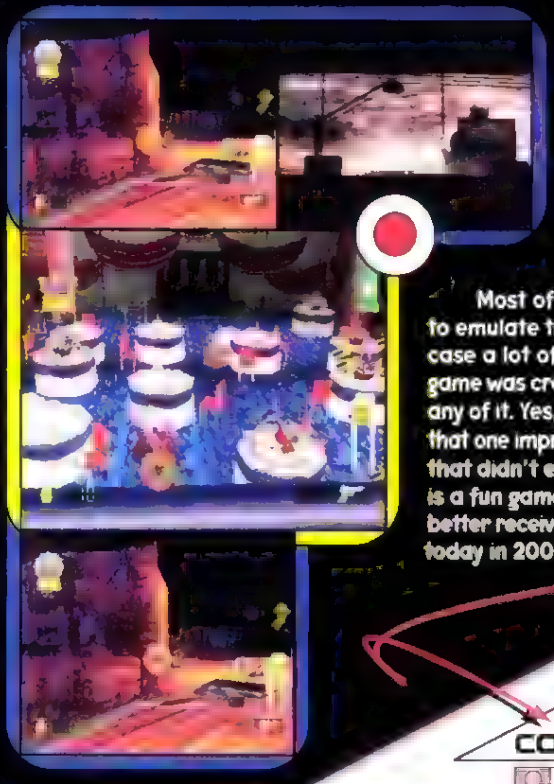
As for the driving game, the frame rate seems improved but the



trade-off is a lack of detail. The original took place mostly in broad daylight and was filled with pigeons taking flight, scampering pedestrians, oncoming traffic, signs, landmarks, and so forth. In DHT2, sparse scenery fades into view from the darkness ahead. In some sequences, the camera switches to an overhead or front view for a few seconds without warning — throwing off your driving, since you remain in control. Although you can still use nitros, gone are the horn (to scatter pedestrians) and the handy 180-degree turn. The 90-degree turn is still present, but it brings your vehicle to a complete halt. Your vehicle also has a damage meter — the game ends if you run into too many obstacles. Fortunately, you can find repair icons (which, like turbo and time icons, are no longer distinguished by color) but I think that damage was an unwise addition in the first place.

Finally, there's the third-person adventure game which was the favorite portion of most fans of the original (in the days before MGS and Syphon Filter). DHT2 takes away the ability to roll sideways and to jump, instead letting you climb automatically. A new first-person viewpoint was added for targeting surveillance cameras and small objects such as proximity mines. The latter will cause quite a few cheap deaths in both the shooting and adventure games, as they are hard to spot and will kill you instantly. Sadly, the graphics haven't been improved much from the original in this mode. Because the camera was located above and behind your character, walls and obstacles were rendered transparent in DHT to avoid obstructing your view. The camera in DHT2 is lower and closer, yet the transparency effect is still used. In the cramped areas which make up many of the levels, the result is that you are given an unfair view of enemies who should be out of sight behind adjacent walls or crates. And why the heck did they eliminate the radar/map?

On the plus side, there is a bit more variety in the adventure and driving modes. You can also choose to play only the type of game you are interested in via the arcade mode, or you can play the movie mode which mixes all three of the games and adds computer graphics cut-scenes to tell a story. The voice actor does sound a lot like Bruce Willis, though he repeats a lot of phrases to the point of being annoying. The music is similarly annoying. As with the original game, which was rated "M," you can decrease the amount of blood to your liking. Still, it isn't a game for the squeamish.



Most of the time I would applaud a new developer for trying so hard to emulate the look and feel of a successful original. However, in this case a lot of technical progress has been made since the first game was created and DHT2 doesn't look like it incorporates any of it. Yes, the frame rate is better, but aside from that one improvement you've got a lot of problems that didn't exist before. As it stands, DHT2 is a fun game but it would have been better received back in 1997 than today in 2000.

SCORE



BOTTOM LINE

Since DHT2 is not tied into any of the movies, the lure will be the perceived value of three games in one package. While the original consisted of three great games that made an excellent compilation, the sequel consists of three average games which make only an average package.

83%

COMPATIBILITY

1 Player | Analog Control Compatible | Vibration Function Compatible

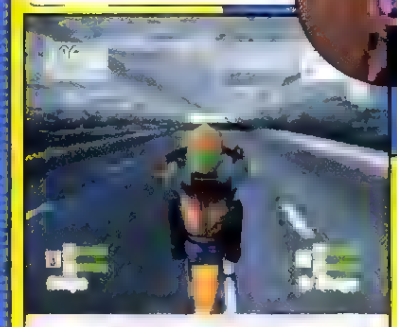
REVIEWED BY:
GREG OFF

ROAD RASH: JAILBREAK

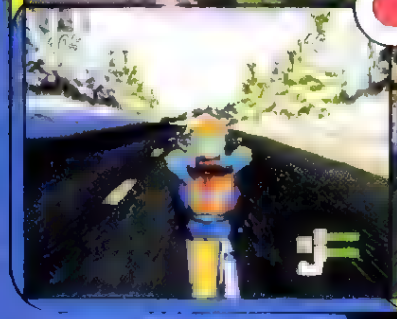
GENRE:	Racing/Combat
PUBLISHED BY:	Electronic Arts
DEVELOPED BY:	Electronic Arts
ORIGIN:	USA
# OF LU'S:	1
AVAILABLE:	Now





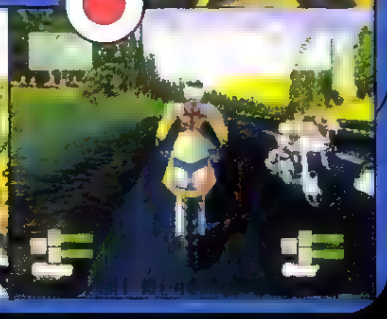






















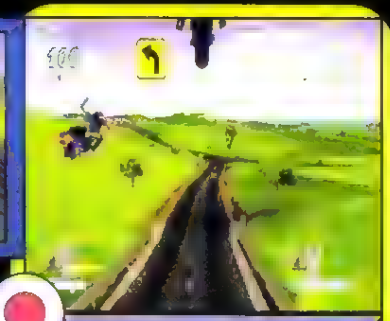
Anybody that knows me, knows that I take Road Rash very seriously. The original Sega Genesis game was a defining moment in my own personal video game history and I still play the game (and its sequel) on my Nomad when I travel. In fact, I've made it a point to own and play every Road Rash game ever made (including Skitchin', the bizarre rollerblading hybrid) and, to me, the pinnacle of the series is still the 3DO version. For the time, it really excelled, especially in light of the fact that the 3DO wasn't very technologically advanced. What I liked most about it was that it managed to successfully take the game into 3D, while not straying too far from the original's formula. The things that made the series so cool were the combination of driving and fighting while dealing with the hazards of the road and traffic, a cool cast of characters that you would grow to recognize (and hate) as you played through the game, and great graphics. In addition, one of the best things about the original Road Rash games (original meaning up until the last two PlayStation versions) was that something random and crazy happened every time you played them. How cool was it when you were fighting with an opponent and he would clobber you on the head then speed off, only to be hit by cross traffic at the intersection ahead? Or, how about getting knocked off your bike, starting to run to it, then getting slammed by opponent and sent flying just as you were about to get back on? What about kicking a guy into an oncoming car at the last moment? Stuff like that happened all of the time and I can remember constantly shaking my head in disbelief and thinking how cool it was.

Along came Road Rash 3D, and with it a different look and feel for the series. While it was still Road Rash, something had been lost in the process of making an entirely new game for the PlayStation (for those of you who don't know or remember, the first PS Road Rash was an exact port of the 3DO code). The developers certainly strived to make it cool and came close but, in my opinion, fell short in quite a few areas. Some of the things I liked about the game were the miles and miles of track to race on — the game linked hundreds of square miles together, making a ton of different track combinations (the earlier games typically had five or six tracks that would add another mile or two each time you made it to a new level), the ability to pull a wheelie and jump over oncoming cars, and being able to look behind me to see who's on my tail (the Genesis games had rudimentary rear-view mirrors). Unfortunately, my list of dislikes was a lot longer, and included such irritations as not being able to run back to your bike after getting knocked off, the whole gang community thing (just plain dumb), the fact that your bike would come to a complete stop if you ventured too far off the track, and a very rough and rudimentary graphic engine.





With their newest, Road Rash: Jailbreak, the developers at Electronic Arts have put in a serious effort to clear up the problems of the last (which, by the way, still sold in record numbers and is currently in the Greatest Hits program) and make a much cleaner and cooler game. While they certainly have succeeded, in my opinion there is still something missing. In Jailbreak, you no longer are racing for cash to buy better and faster bikes. Instead, you have a sole purpose —to free Spaz. It seems that Spaz is the greatest rasher of all time who just happened to be snagged by the long arm of the law. It's up to you, as a rookie gang member, to rise through the ranks by completing various tasks and challenges in order to prove you are ready to break out Spaz. While it's always good to have a purpose/objective while you're racing, to me this just takes the series in a totally wrong direction. One of the great things about the original RR's was that you were always striving to make as much cash as possible in order to buy that next, more powerful bike. In this game, you are given one bike per level and earn your weapons and nitros for knocking opponents off their bikes. In addition, there is a whole new stats thing going on (similar to the N64 Road Rash) where you are ranked at the end of each level for your fighting performance. Speaking of fighting, it seems as if most of the emphasis was put in this area. Besides having a multitude of different weapons to earn/snag (including nunchukas, pepper-spray, stun-guns, etc.), your character can execute up to 45 new combos and super moves. I don't know about you, but I don't want to have to execute button/pad combinations while speeding down a curvy stretch of road at speeds over 100 miles per hour. I liked it much better when the balance between fighting and driving was equal and it was just as important to concentrate on the road and staying ahead of the pack as it was to knock a guy down.





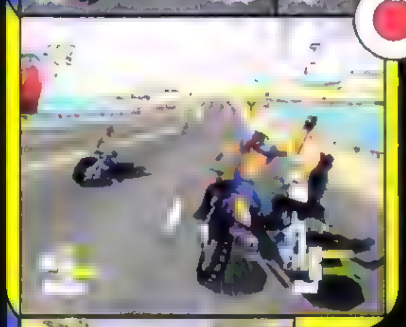






As far as the eye and ear candy goes, Jailbreak lifts the game to new heights. The graphic engine has been overhauled and cleaned up quite a bit. Gone is the pixely mess on the sides of the road and added are the prerequisite lens flares and real-time shadows underneath your ride. Music this year is a bit of a disappointment. EA held a contest on their website and did a music search to find up-and-coming bands to submit their songs. If they are going to skip on licensing current alternative bands to do the soundtrack, I think I would rather have had instrumentals — just my personal choice. I do applaud them for Dolby Surround. I only wish every game developer took the time to implement it.







Some of the other additions to the game include a few multiplayer modes, including a goofy but sort of cool sidecar mode, where one player drives and the other battles opponents, as well as the ability to play four player split-screen racing with a multi-tap, and, in Need for Speed fashion, a new Five-O mode, where the player can play the role of the fuzz and bring down gang members for rewards.

BOTTOM LINE

Maybe I'm just too close to and passionate about the series in order to pass judgement. I'm sure there will be many of you out there who will buy this game and think it's the bomb. I, on the other hand, wish the developers would stop trying to build a better mouse trap and get back to their rashing roots. While this game is quite good, it still could have been so much better.

SCORE:





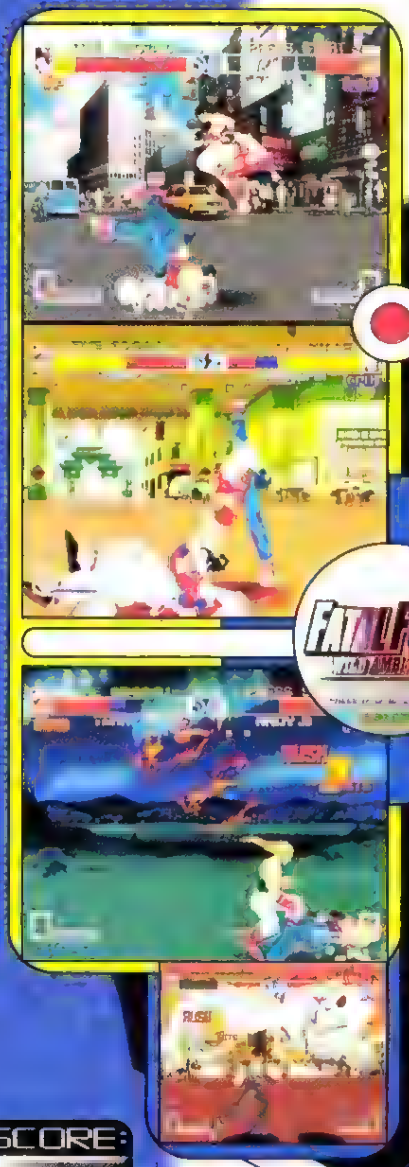
COMPATIBILITY



REVIEWED BY: DARIEN ALLEN

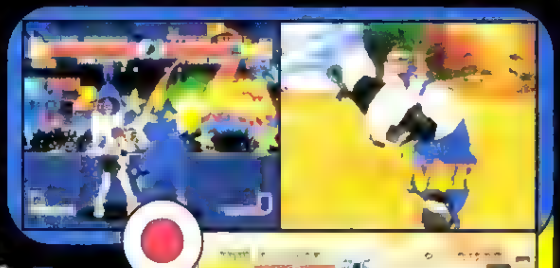
FATAL FURY: WILD AMBITION

GENRE:	Fighting
PUBLISHED BY:	SNK
DEVELOPED BY:	SNK
ORIGIN:	Japan
# OF CD'S:	1
AVAILABLE:	NOW!

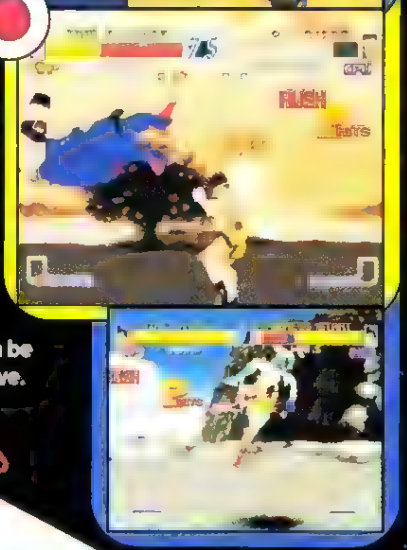


What follower of fighting games isn't familiar with SNK? Whether it's Fatal Fury, Samurai Showdown, King of Fighters, or one of their lesser-known series, like Last Blade, SNK has shown time and time again that they know what we like. But SNK generally hasn't been an active US publisher. Recently, they've indicated that this is going to change. We've seen 2D fighters like Street Fighter and Mortal Kombat attempt to crossover into the 3D realm. Fatal Fury: Wild Ambition is SNK's attempt to bring the familiar Fatal Fury series into the 3D fighting arena. It contains an interesting mixture of old and new characters from the Fatal Fury and King of Fighter series, and them some. SNK has also modified their Fatal Fury fighting game engine for its first foray into 3D.

Ambition is a pretty straightforward polygonal 2D fighting game with some 3D moves, similar to Street Fighter EX Plus Alpha. Unlike Namco's Tekken 3, which contained a slew of game modes, Ambition is pretty basic. 18 characters with a few more to unlock and Arcade, Vs., and Training modes pretty much round out the selections. The training mode is well done and gives you a chance to view and practice your character's various special and finishing moves. You can set the training opponent to various options, including standing, crouch, blocking, or attacking. In terms of the fighting engine, SNK has made some changes. Similar to the Real Bout series, Ambition contains the Rush combo system. This system allows a series of punches, kicks and special moves to link together. Ambition also changes the way your power gauge works. The Heat Gauge, instead of simply gaining strength, plays more like a seesaw. As you attack your opponent, the gauge grows. However if you do nothing or are attacked, the gauge will return to its default state. When your Heat Gauge is full, you are able to access additional moves like Overdrive Powers, which are slow yet incredibly powerful moves. Or, by pressing all 3 of your attack buttons, Punch, Kick and Special, you'll launch a Heat Blow. This is an unblockable move that will either toss your opponent in the air or stun him. Additionally, when your life bar is flashing red, you have an additional Super Power Move available. Believe me when I tell you that is just the tip of the additional goodies that Ambition contains, Guard Impacts, Guard Crush and Counters Moves are also available. In a nod to the new 3D environment, Ambition also gives a dodge button. This same button will also allow you to quickly recover from an attack that knocks you down. If that isn't enough, Ambition's in-game sounds absolutely rock. Many of the same voice actors who have long been associated with these characters have lent their voices to Ambition. Move sounds (vibration supported) and in-game music only add to the already impressive lineup.



So, what's wrong with Ambition? Looks and controls. Ambition looks like Street Fighter Ex Alpha, possibly slightly better. Some characters are blockier than others, and backgrounds simply consist of wallpaper that sits in the background and moves independently of the "floor", an awkward sight to see. Even with that, there are some very impressive lighting effects used for special and super moves.



No fighting game will succeed without good control and that pretty much sounds the death knell for Ambition. You'll often find yourself struggling to execute even basic moves, let alone the over-the-top motions for super moves that SNK has become well-known for. Let's briefly close by talking about the AI. Whoever did the AI for Ambition definitely wanted to instill some replay value, as CPU characters can be VERY aggressive.

SCORE:

80%

BOTTOM LINE

Fatal Fury: Wild Ambition is a nice attempt at a 3D fighter. It's just not all there, though. Perhaps earlier in the Playstation's career, it would find itself higher on the food chain, but at this stage in the Playstation's life, it's generally simple look and control issues hold it back.

COMPATIBILITY

1 or 2 Players

Vibration Function Compatible



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Revolt...

Plague...

Rebellion...

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Awakening of the Dragon



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PlayStation

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REVIEWED BY:
ADAM PAVLACKA

RAILROAD TYCOON II

GENRE:	Strategy
PUBLISHED BY:	Take 2
DEVELOPED BY:	Tremor Entertainment
ORIGIN:	USA
# OF CD'S:	1
AVAILABLE:	NOW!

EVERYONE
CONTENT RATED BY ESRB



The strategy game genre has always been a popular one. Producing a strategy game is almost always a safe bet because gamers will almost invariably snap it up - at least on the PC. On the consoles, however, the story is different. The complex interface of most strategy games, mixed with the typically limited console controller, usually results in a port that just can't stand up to the original game. Thankfully, that isn't the case here. Railroad Tycoon 2 is such an excellent port that you may forget you're playing on a PlayStation.

The game is set at the dawn of the railroad era - at a time before freeways and major airplanes, when the only way to get around was to travel by train. As the chairman of a major railroad company it is up to you to ensure that your business is profitable. You are responsible for everything that happens. If you make the right decisions, your company will grow and prosper. Make the wrong decisions and your company will suffer.

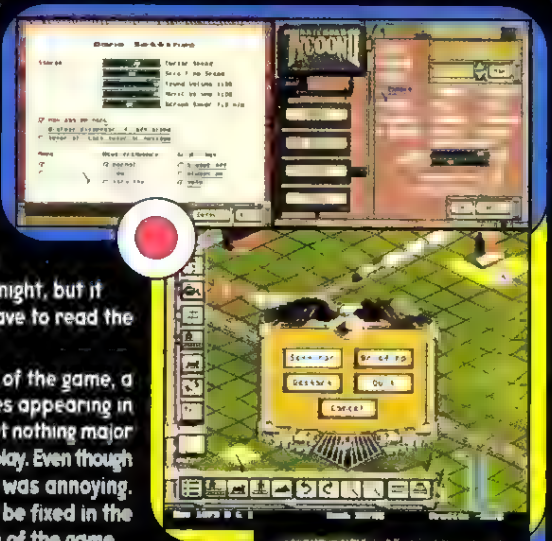
Your performance as chairman is gauged by the company's board of directors. If you make money in any given year, they will likely raise your salary. If you run the company into the red, they will likely cut your salary. Although the directors can be fickle, your salary is usually an excellent way to evaluate your standing. If your salary is too low, you are likely doing something wrong.

What makes Railroad Tycoon 2 such an excellent game is the economic model. The game has an internal economic system which includes detailed levels of supply and demand as well as a stock market. On the most difficult settings this makes for cutthroat games. Because the economic model is based on supply and demand, it is quite possible for a once profitable run to become worthless. If you (or a competitor) provide too much service to a station the price paid for a train fare will go down. There is nothing worse than having a train complete a cross-continental run, only to arrive at its target station and make zero dollars in profit.

The in-game stock market allows you to sell stock in your company in order to raise operating capital and buy stock in competing companies. Although you can buy stock simply as an investment, shrewd players will also be able to use their stock purchases to help influence the vote at the competition when a proposal for a merger or hostile takeover occurs. If you own enough common stock, your influence on the decision can actually be rather large.

Also important to the quality of the game is the quality of the port. It goes without saying that Railroad Tycoon 2 is a good PC game, but it is also a good PlayStation game, primarily because the control scheme is so darn intuitive.

If you have a PlayStation mouse, you'll want to dust it off and pull it out for this game. When played with the mouse, the game is at its best. All of the menus are at your fingertips and gameplay flows without a problem. Alternatively, you'll want to use a Dual Shock controller. The combination of digital pad (which moves the playfield) and analog stick (which moves your cursor) makes for a surprisingly intuitive control scheme. After a few minutes with the Dual Shock, game control was second nature.



Another nice touch is the included tutorial. The tutorial walks you through a basic overview of the game and teaches you everything you need to know to play properly. It won't make you a master of the game overnight, but it does teach you enough to get started - and you won't have to read the manual.

While playing through our reviewable copy of the game, a few minor bugs did crop up, such as cities appearing in the wrong place on the mini-map, but nothing major enough to actually effect gameplay. Even though it was just cosmetic, it was annoying. Hopefully this will be fixed in the final version of the game.

SCORE:



90%

BOTTOM LINE

In the end, Railroad Tycoon 2 is an excellent game that is worth playing. It is a well-crafted strategy game and pretty much guaranteed to suck up your hard earned time. You know a game is good when you start playing for "a few minutes" and end up looking at the clock a few hours later wondering where all the time has gone. As usual, if you have a PC you should get the PC version, but if you don't, the PlayStation Railroad Tycoon 2 is a worthy alternative.

COMPATIBILITY

1 Player | Analog Control Compatible | Mouse Compatible

GENRE:	Beat 'em Up
PUBLISHED BY:	Midway
DEVELOPED BY:	Radical Entertainment
ORIGIN:	Canada
# OF CD'S:	1
AVAILABLE:	NOW!

REVIEWED BY: **DILLION MERZ**

JACKIE CHAN: STUNTMASTER

TEEN
CONTENT RATED BY ESRB

Jackie Chan. How can you not love this guy? The man (if he really is human) is a martial arts genius and is one of the greatest personas in the entertainment industry. He seems like a character straight out of a videogame. Yet, Midway's Jackie Chan's Stuntmaster is his first foray into the PlayStation world.

Like any good kung fu movie, the plot is essential. When a mysterious package is taken along with Jackie's grandfather, the Chan-man gets his mission! Tracking his kidnapped granddad, Chan hits all the popular thug hotspots, like the waterfront — perfect for mixing it up with off-duty sailor goons, the rooftops — just right for beating down wanna-be tough guys, the sewers — icky enough for alligators and hoodlums, the factory — packed with boxes and criminals, and Chinatown — insert your own bad-guy stereotypes here. Each of the five levels includes three sub-levels and a boss who sports his own unique fighting style.

The best part about Stuntmaster, as you would imagine, is the fact that you get to be Jackie Chan! The idea of being Jackie is all well and good, but there are some things that even the seemingly immortal Jackie Chan can't fix. Here's the deal; Each level presents virtual Jackie with a host of hoodlums to square off against, using motion-captured punches, kicks, throws, and combos — you whup some serious assage.

Add to that the element of a 3D platform game, with gaps to jump, falling debris to dodge, and vertical obstacles to navigate. When this is presented, a la your standard side-scroller, all is well and good in the land of the Chan. However, once they start taking advantage of the PlayStation's 3D technology, and the J-man works his way into the foreground, many of the life-threatening obstacles are completely impossible to judge. And if that doesn't kill you, the load times will. Unfortunately, Stuntmaster's most glaring downfall is its horrendous load times, up to 30 seconds of loading for every level, which must be reloaded every time you die.

To add to the replay, Midway scattered ten Red Dragons in each of the stages to collect. Normally, trying to get them all would be fun and challenging, except in this case, because missing one and falling to your death means sitting through the evil load time. I know, it's the PlayStation, it loads, but this is beyond even PlayStation load standards.

The soundtrack, though unmemorable, is suited to each of the areas. For the sound effects, Chan contributed a wealth of clips that give the game a lot of its flavor and keeps with his fun-loving attitude. The brief in-game cinematics stay true to Chan's humor as well, using the game engine, they have him working magic with pots, pans, barrels, and whatever else is handy.



Stuntmaster, graphically, looks simple, almost cartoony, and the levels all capture their proper atmospheres. Jackie looks cool, decked out in his trademark jeans and t-shirt. The animations, though motion captured to match Jackie's own technique, come off a bit a choppy and, by the fourth level, will also become repetitive. The limited number of punches, kicks, and various combinations will get stale, as will the four throws which come in handy for tossing folks over the edge. The major problem with the fighting is that every move slides Chan forward, and all of a sudden he'll plop right over a ledge, nothing you can do to stop it! Would that ever happen in real life?



BOTTOM LINE

Overall, the presentation is decent, the gameplay is there and, while fun, the nasty little things like the perspective and load times add up to real frustration. The game isn't that difficult and the chances you would want to go back and play this one are minimal. If you're a fan of Chan, or are in the mood for an enjoyable 3D platformer, rent this one. Final question: Where's the Drunken Boxing?!

SCORE:

74%

COMPATIBILITY

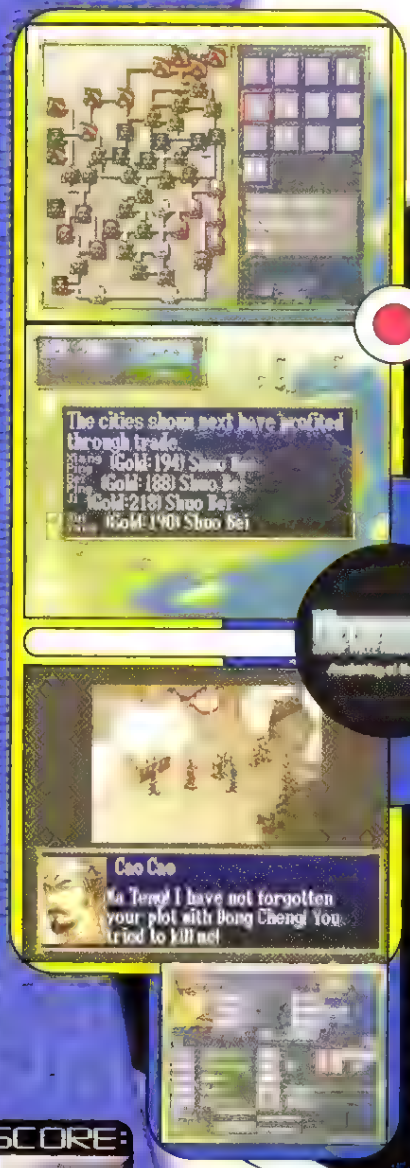
1 Player | Analog Control Compatible | Vibration Function Compatible

REVIEWED BY:
MARK ANDROVICH

ROMANCE OF THE THREE KINGDOMS 6

GENRE:	Strategy
PUBLISHED BY:	KOEI
DEVELOPED BY:	KOEI
ORIGIN:	Japan
# OF CD'S:	1
AVAILABLE:	NOW!

EVERYONE
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CONTENT RATED BY ESRB

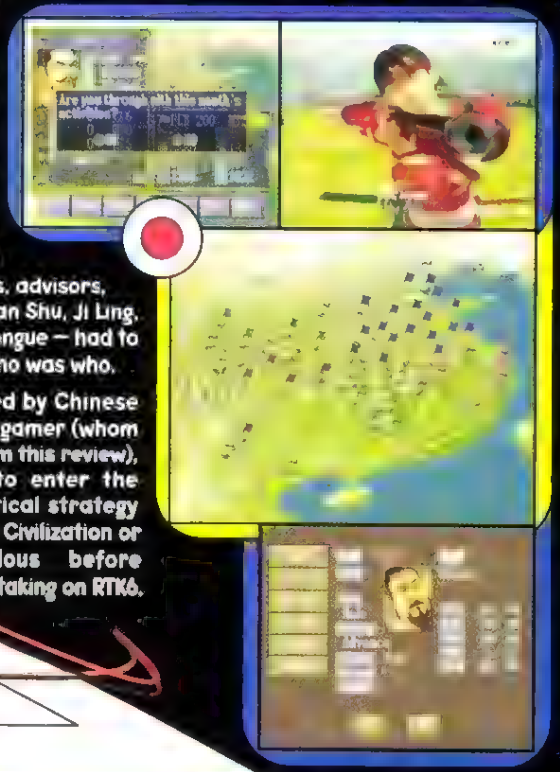


If you are a fan of historical simulations, you already know that KOEI is the undisputed king of the genre. You also know that very few such games have found their way to the PlayStation. I therefore expect that, before you read this review, you dropped the magazine and ran to your nearest retailer to buy it. I'm therefore writing this review with the rest of you in mind. KOEI has said that its latest installment in the series is more accessible to the average gamer, so I thought I'd put that claim to the test.

In RTK6, the goal is to unite ancient China, circa 184-234 A.D., into a single kingdom. Players take turns making decisions affecting all areas of life in their fiefdom. Although the characters and scenarios are based on actual history, the game is not a reenactment; your specific actions determine the outcome. Aside from seven full-length scenarios, RTK6 also features seven new short scenarios in which your goal (and the time to achieve it in) is more limited.

No one would dispute that the most important element of a historical simulation is the underlying program that calculates outcomes based upon your input. The problem is that, unless something strange happens such as large, highly-trained, armies being regularly wiped out by smaller, poorly-trained forces- it is difficult to objectively evaluate the program. As you would expect, in RTK6 the outcomes of your decisions seem to make sense (even if things don't always turn out in your favor). You're also given plenty of choices, such as: planting spies, bargaining for the release of prisoners, making alliances, planting traps for invaders, recognizing the ambitions of your officers, and supporting the emperor.

Since RTK6 does what it is supposed to, the only thing left for me to comment on is the look and feel. Unfortunately, RTK6's graphics look like something from the SNES era. Aside from the opening cinema, nothing takes advantage of the graphical power of the PlayStation. Battles take place between tiny sprites — there is limited animation such as tiny arrows and flames, and the skirmishes are bloodless. Conversations between opposing forces take place on the same generic screen no matter which rulers are involved. There are supposedly 600 different characters, each with his own portrait, but you'll have to read the text of every conversation since there are no voice-overs. And the music that plays non-stop can be classified more as elevator music than a stirring or dramatic soundtrack. Don't get me wrong-I know that games such as this are definitely a matter of substance over style, but if the intent is to entice mainstream videogame players, RTK6 needs to have more "pizzazz."



At the same time, even the substance of RTK6 might not be attractive enough to the mainstream gamers because of the limited subject matter. Games such as Populous and Civilization take place on a much grander scale, allowing you to take the role of a deity or to create vast empires which span the millenniums. RTK, on the other hand, deals only with 50 years of Chinese history. Personally, I had a hard time distinguishing between the rulers, advisors, and cities. Names such as Shou-Chou, Nan-Pi, Yuan Shu, Ji Ling, and Jiang-Ling don't exactly roll off the Western tongue — had to constantly refer to my notes to figure out who was who.

Unless you are really fascinated by Chinese history, or you are a hardcore gamer (whom I've already dismissed from this review), you might prefer to enter the historical/political strategy genre with Civilization or Populous before taking on RTK6.

SCORE:

82%

BOTTOM LINE

Do the primitive graphics, lack of voice-overs, and narrow subject matter ruin the game? No. Are these good reasons not to purchase the game? Again, no. RTK6 is the most detailed simulation of ancient warfare I've ever seen, but it still appears mostly intended for military strategy enthusiasts.

COMPATIBILITY

1 Player | Analog Control Compatible | Mouse Compatible

GENRE:	Action/Strategy
PUBLISHED BY:	Bandai
DEVELOPED BY:	Bandai
ORIGIN:	Japan
# OF LU'S:	1
AVAILABLE:	NOW!

REVIEWED BY:
NELSON VANDELAY

EXrated

SILENT BOMBER

When I hear of Bandai the toy company, some of the coolest action figures for Dragonball Z, Gundam, Final Fantasy VIII, as well as many other popular anime come to mind. Without a doubt, Bandai is a master toy licensee for a range of action figure lines. When I hear of Bandai the video game publisher, in all honesty I think of botched licenses and terrible games. What they've done with video games some may say is unforgivable; taking very popular licenses and making really bad video games out of them. Let's face it, in the world of video games Bandai has never been able to make its mark. That is... until now.

A cross between Bomberman and ONE (from ASC games), Silent Bomber is one of the most intense, fast-paced, blow 'em up action games ever to make it to the PlayStation, and it's fun too! The premise is very simple – blow everything except yourself up.

The storyline is very reminiscent of the movies T3 and Soldier. You have the main character, Jutah (pronounced Utah), an ultimate soldier with no emotions that has known nothing but battle, death and destruction. Seven years ago, during a mission where he was ordered to annihilate a base filled with what he thought were only soldiers, our character discovered that many innocent lives were caught in the middle of his assault. Doing this ultimately affects him mentally and, possibly, emotionally – most likely from guilt. Time has passed and the memories and nightmares still haunt him. He has now joined an assault team whose mission is to intercept a giant galaxy warship known as the Dante. The ship is on a collision course with our heroe's home planet, Hornet, and it's up to them to stop it at any costs. In an attempt to land and board the Dante, their ship is shot down and the members of the crew are separated... this is where the action begins.

Visually, the anime-style graphics are sharp, rich and detailed, and the frame rate is very smooth. The different explosion effects are some of the coolest I've seen. Each of the levels are very different from one another, offering something new for each stage. One level in particular has these bio-genetic aliens roaming about in the floor above you that you can see through a glass window. As you get closer, they break through the glass and land to take you on. Almost everything in the environment can be blown up. Going back to special effects, and I don't want to give it away, wait until you see the last battle. Talk about sensory overload!



The overall gameplay is excellent and the controls are pretty intuitive. If needed, there's a training mode at the beginning of the game that can get you familiar with the controls. Jutah's weapons are bombs and only bombs, and that's the best part. He has two basic attacks. The first one is the Bomberman-style attack where he can plant the bombs wherever he's standing and whatever he runs across. The second is a projectile attack that uses a lock-on system. He also has the ability to stack bombs, up to eight if he's collected enough E-Chips that allow him to upgrade his range and shield power. Obviously, the more bombs planted in one spot, the more powerful the force and the blast are. On top of all this, special liquid bombs, which are even more powerful, are available but limited. There are three types of liquid bombs: Napalm (fire), Gravity (has the power of a small black hole), and Paralysis (creates an EMF). The levels are ingeniously designed, offering good balance and variety, and the enemies have decent AI, offering up a pretty good challenge. The bosses are tough, but once their patterns have been determined, they're easier to defeat, but that doesn't mean they're easy at all.



BOTTOM LINE

Coming from Bandai, I wasn't expecting much. Surprisingly, Silent Bomber is a very good game that delivers explosive gameplay (no pun intended) with very well-designed levels, good graphics and tight control. Unfortunately, the game is fairly short, the two-player mode was a waste of development time and the voice acting is pretty sad. Other than this, I definitely recommend this title to anyone that's looking for some action.

SCORE:



COMPATIBILITY

REVIEWED BY:
ALEX ANDREWS

ACE COMBAT 3: ELECTROSPHERE

GENRE:	Air Combat
PUBLISHED BY:	Namco
DEVELOPED BY:	Namco
ORIGIN:	Japan
# OF CD'S:	1
AVAILABLE:	NOW!

EVERYONE
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CONTENT RATED BY ESRB

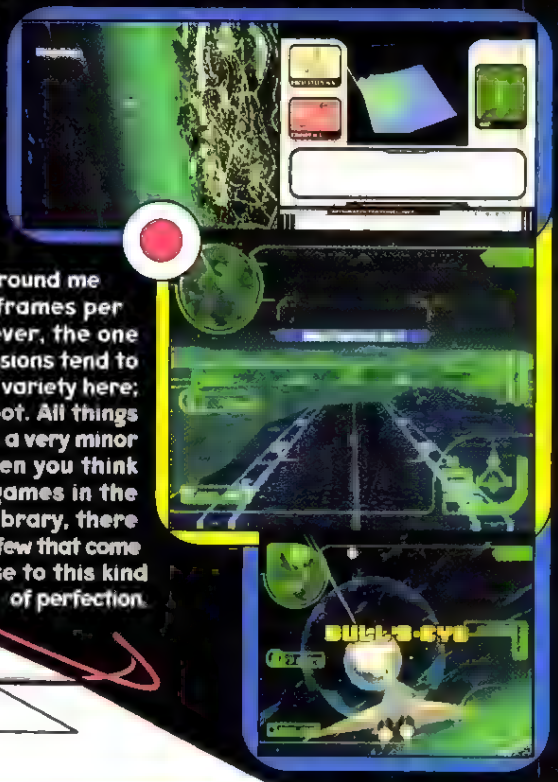


I've been looking forward to Ace Combat 3 since June of 1997. That's when I reviewed Ace Combat 2, gave it a Gold rating and offered a couple of suggestions that just might take it to the rarefied air of Platinum status. Now, after playing Ace Combat 3 for a week and experiencing those enhancements first hand (I'm sure Namco made those enhancements based solely on my recommendation), an old saying comes to mind; " be careful what you wish for, because you may just get it"!

If you're a regular reader of PSExtreme (who isn't), you'll undoubtedly recall my August 1997 review of Ace Combat 2 where I said the only things keeping Ace 2 from achieving a Platinum status were complete maneuverability and a faster pace. Well, in addition to a whole host of other enhancements for this latest version, we also get a faster pace and complete maneuverability. The big story, however, is the addition of what Namco calls "Real-time Perspective Control". What this does, is allow you to control the plane with one stick and move your "virtual head" around the cockpit with the other stick, giving you the ability to constantly scan for targets. Not being content with the gameplay improvements, Ace Combat 3 also features a completely revamped graphics engine that has set a new standard for air combat games.

Ace Combat 3 features 22 different aircraft to fly and 36 mission-based combat opportunities. Within these missions, you'll have the opportunity to land at sea on an aircraft carrier (something I've been lucky enough to do three times), in-flight refuel — the first time ever on the PlayStation that you can actually pilot your airplane while doing this — and even fly into the stratosphere. Aside from these enhancements, the gameplay is very similar to the two previous versions. You start out on your basic air intercept mission and work your way through to more complex and difficult scenarios. As you progress through the different missions, you are rewarded with new and more sophisticated aircraft to fly. You are also graded on your performance at the end of each mission.

As I mentioned earlier, Ace Combat 3 boasts a new graphics engine that is absolutely remarkable. The heads up display (H.U.D.) gives you all of the pertinent information right in your line of sight, so you never have to take your eyes off the screen. The environments themselves are incredibly detailed and easy to identify. All of the landscapes are very well-populated with hazards and targets evenly interspersed. The planes and missiles show nice smoke trails and the explosions are incredible. In addition, you'll also see some amazing shading effects, lens flares and moving control surfaces. There is so much going on all of the time that it is very easy to get caught up in the beauty of the game. Losing your concentration happens more often than you would like. I constantly found myself getting in a little trouble as I took my eyes off the HUD to take a look at what was going on around me and, when everything is blazing by at thirty frames per second, that's not a good thing. Sadly, however, the one downfall is that after a while all of the missions tend to blend in together. There isn't a ton of variety here; it's pretty much shoot, look, shoot. All things considered, however, that is a very minor complaint indeed. When you think about all of the games in the PlayStation library, there are very few that come close to this kind of perfection.



SCORE:

98%

BOTTOM LINE

Ultimately, Ace Combat 3 will end up as one of the best 50 games ever to come out for the PlayStation and the best air combat game ever. It's not perfect, but it's as close as the PlayStation hardware can come for this type of game. Buy it, you'll thank me for it!

COMPATIBILITY

1 Player | Analog Control Compatible | Vibration Function Compatible


THE MASTER RETURNS!
Armored Core
MASTER OF ARENA
COMING: MARCH 2000
PlayStation
T
TEEN

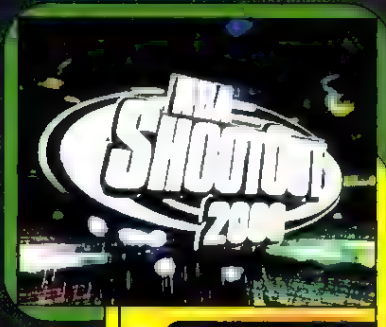
REVIEWED BY:
ERIC WINDING

NBA SHOOTOUT 2000

GENRE:	BASKETBALL
PUBLISHED BY:	989 SPORTS
DEVELOPED BY:	989 SPORTS
ORIGIN:	USA
# OF CDS:	1
AVAILABLE:	NOW

EVERYONE
CONTENT RATED BY ESRB

After a 1-year hiatus, 989 Sports has brought NBA Shootout back to life with the release of the 2000 version. For those of you that have been Shootout fans in the past, this latest offering from 989 will be sure to please. And, for those of you (like me), that think EA's NBA Live 2000 is the bomb, you will be pleasantly surprised to find out how enjoyable this game really is.





However, I must say that my initial impression was less than flattering. Since we never received a playable preview version, the first time I sat down to play the game I had a finished copy in my hands, and really didn't know what to expect. After having played half a season with Live 2K, I was used to an up-tempo, high-flying affair. That's not particularly the case with Shootout 2K. The game-play is more deliberate, and the frame rate seems considerably slower than Lives'. Fortunately, after three or four games, I began to get accustomed to how the game played, and the frame rate issue no longer became a concern. Instead, I was amazed at the number of different animations that are in the game, along with the ease of which most of the moves can be pulled off. There are dozens of different dunks, but not all players can perform all types of dunks (there are more than 40 in the game — 3 times as many as can be found in Live 2K), so if you try a power or finesse dunk with John Stockton, for example, you'll probably miss it!







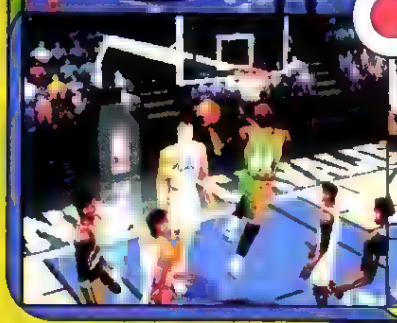


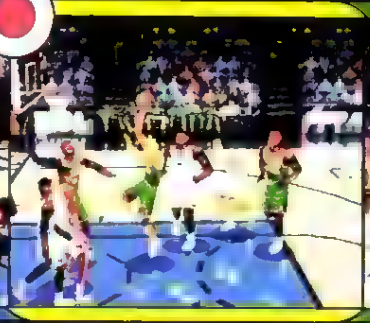
Some of the other new features for Shootout 2000 include "Touch Shooting" and an innovative "Create-a-Dunk" option. The idea behind Touch Shooting is the same as the one found in 989's college hoops game (NCAA Final Four 2000) — as you hold down the shoot button, a meter comes on screen that has multiple color sections: green, yellow, red, and black. Release your shot as the bar travels through the black area, and you won't have a prayer of making it. Green is "money" (you won't miss), yellow is what the real NBA player would do (his actual shooting percentage from that distance), and red will get you about 1/2 of what the yellow section would (not much).

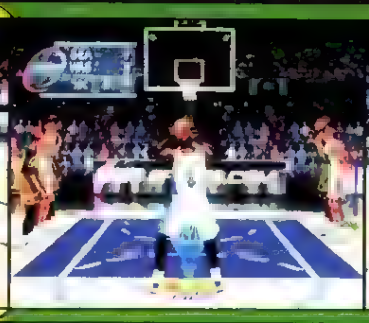


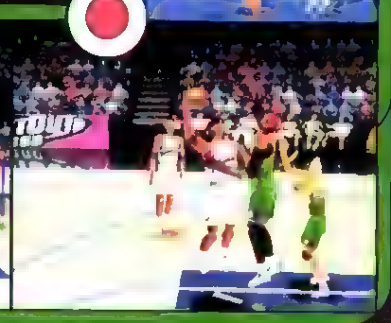


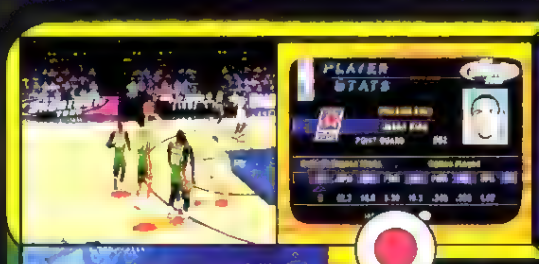
While I applaud 989's attempt at trying something new, for my tastes, the meter system just doesn't work. First, anything that makes you take your eyes off of the action





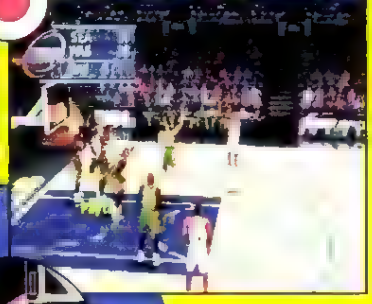








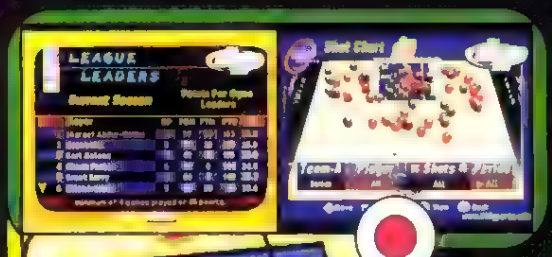
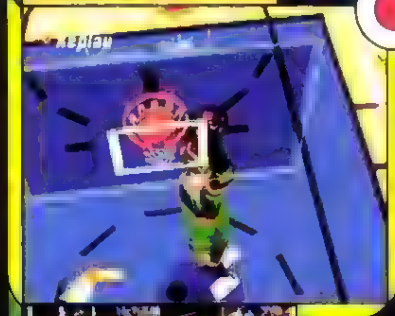
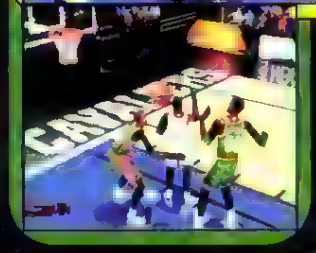







and place them in a static box kills the belief that you're playing a game — it may work for a slower paced game like golf, but not for an up-tempo sport like basketball. Secondly, you'll have MUCH more success the old fashioned way (release at the top of the jump), so what's the point? In my season (as the Sonics), my shooting percentage has been pretty realistic — anywhere from the low 40s one game to the low 50s the next. The other new feature in shootout is the Create-a Dunk option, which basically lets you modify any of the dunks in the game. You can change the name of the dunk, choose a one-foot or two-foot take off, determine if it's a one or two handed slam, straight ahead or reverse, to hang or not to hang (on the rim), and then move the arms and legs of the player in just about any position you like. You can have the guys' arms flailing all over the place, or you can keep him looking "normal". It's pretty cool, but, the reality of it is that unless you go in and change all of the dunks, you won't see the ones you created very often.

To sum up the two major "new" features — I can take 'em or leave 'em, doesn't matter. However, what does matter is the gameplay, and 989 has hit "the nail on the head", so to speak. First of all, if you like to block shots, you'll be amazed at some of the things you'll see in Shootout 2K. You can catch up to a guy and block his layup attempt off of the glass at just the last second. You can jump up and knock away an ally-oop, and you can even block dunk attempts! One of the things that I really appreciate is that even after the offensive player has gone into his layup/dunk animation, you can still block the shot. In just about every other hoop game ever made, once the player makes it to the specific animation, forget about it — you wouldn't be able to stop him. Not anymore! Another terrific play mechanic is calling for a screen, and having one of the computer controlled players react quickly in setting the screen for you. Lastly, in every game I've played, I've had someone different take over the scoring load for me. Some nights Vin Baker just doesn't have it, but Barry or Payton will step up and contribute big points. Heck, I even had Chuck Person hit for 61 against the Mavericks! Lastly, the season stats for the entire league are the way they should be — the top scorers are averaging in the high 20s, and the right players are the leaders: Shaq, Iverson, Malone, etc. It's about time somebody finally got this portion of the game correct!

BOTTOM LINE

NBA Shootout is a fantastic playing game of hoops, and one that I highly recommend. Unfortunately, it doesn't offer as many gameplay choices as it should (no practice mode, no one-on-one, no two-on-two, no 3-point contest), and therefore falls a few points below EA's NBA Live 2000.

SCORE:

93%

COMPATIBILITY

Multi Tap Adaptable 1-8 Players

Analog Control Compatible

Vibration Function Compatible

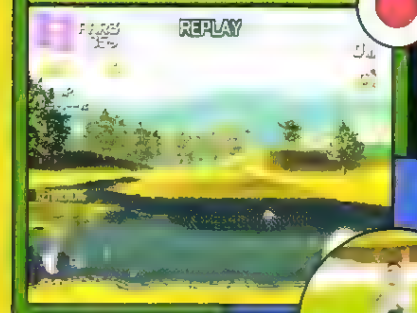
REVIEWED BY:
ERIC WINDING

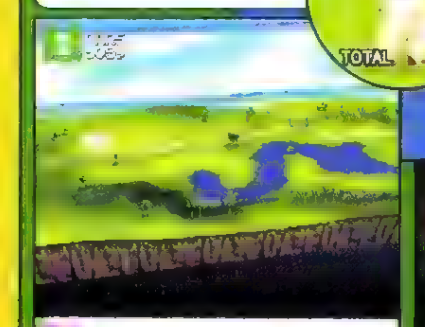
GENRE:	GOLF
PUBLISHED BY:	SONY
DEVELOPED BY:	CLAP HANZ, LTD.
ORIGIN:	JAPAN
# OF PLAYERS:	1
AVAILABLE:	MARCH

HOT SHOTS GOLF 2

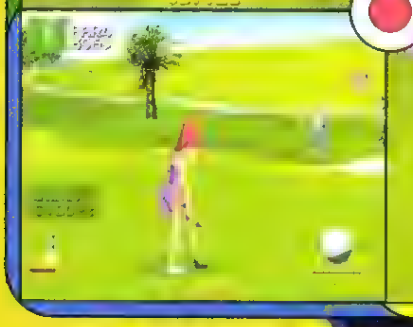
EVERYONE
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CONTENT RATED BY ESRB













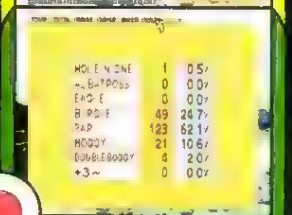


As most of you frequent PSExtreme readers know, the original Hot Shots Golf is one of our all-time favorite sports games. In fact, it was our 1998 Sports Game of the Year. I played the heck out of it, to the point where I opened up everything except for the last two secret characters. I've been waiting for a sequel ever since, and now that I've got Hot Shots Golf 2 (HS2) in my hands, I'm happier than a mouse in a cheese factory. HS2 has all of the stuff that made the first game so terrific, and tons more to give gamers' an even better playing experience.

The first thing you'll notice about the characters in HS2 is that they are no longer the big headed, big footed, blue haired mutations that graced the greens & fairways in HS. No, these guys (and gals) are much more "cartoony" and have been "Americanized" to suit your preferences. For instance, one of the golfers looks like Happy Gilmore, complete with numbered t-shirt, hat on backwards, and he even lifts his left leg in the air when he swings. Not all of the characters are cartoon figures, however, as some of the hidden players (that you must win in the "Vs." mode) include the Medievil dude and Sweet Tooth (from Twisted Metal fame). There are ten guys you can win in the Vs. mode, bringing the total number of golfers to 13. That mode stays the same, but most of the rest of the play options in HS2 have been modified or changed all-together.

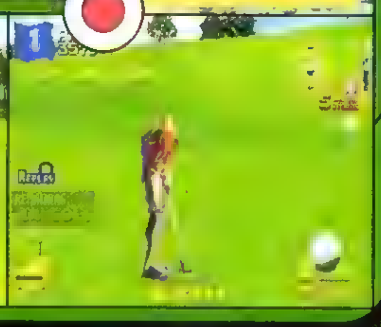
Under the "modified" heading would be the basic reward system in the game. If you recall, the original HS required you to compete in tournaments and win experience points. Once you achieved the required number of points, you would move up a level, and thus open up another course (and tournament). You also received experience points everytime you made a birdie, eagle, chip-in, or just about any other positive result. In Hot Shots Golf 2, however, things are a little different. First, you only receive experience points for placing "in the money" in a tournament. Next, you'll start of playing in the Amateur tournaments, of which there are four. After the last event, should you have enough points, you'll get bumped up to the Semi-pro level. In all, there are four levels to attain: Semi-pro, Pro, Tour Pro, and Top Pro. The tournaments are in the order of Spring, Summer, Fall, & Winter, and you have to play them in order — no skipping around. However, once you've completed an event, you can go

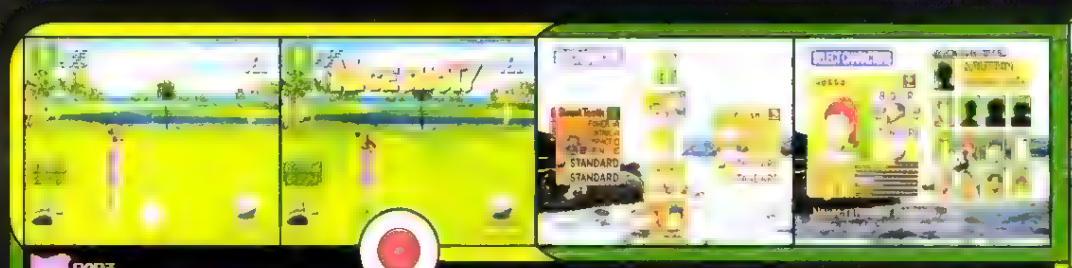


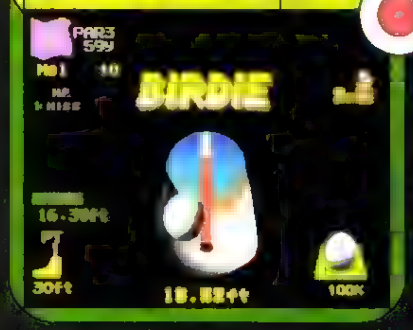




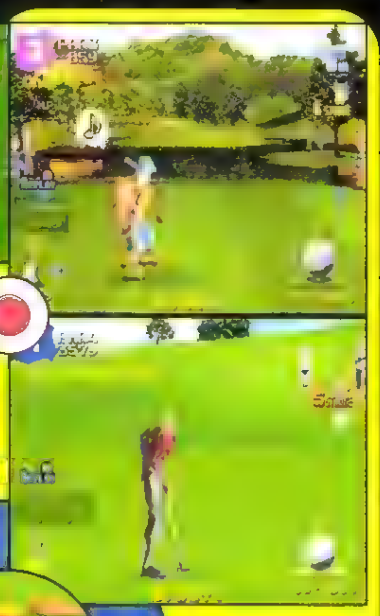








back and play in it again. For example, let's say you're about to start the Spring tournament at the Pro level, you can go back and play the Spring event in either Semi-pro or Amateur. Why would you want to do this, you ask. Two reasons: 1) You get rewards for coming in 1st place, so if you didn't win that particular tournament, you may want to go back and try it again; 2) You can build up your experience points quicker by winning these lower tournaments, as things get pretty tough once you reach the Pro level!





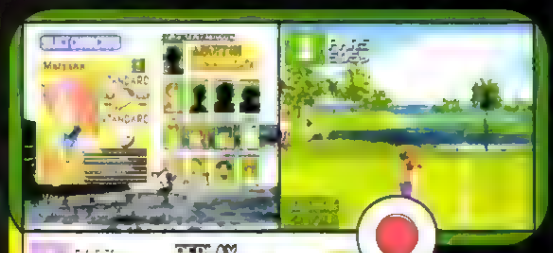
Perhaps you notice the word "rewards" a couple of sentences ago? Well, you WILL get a prize for each tournament you win, and the prizes range from new clubs, caddies, balls, and even wallpaper for the menu screens! Yes, you can change the look of HS2 as you peruse the options menus — what will they think of next?

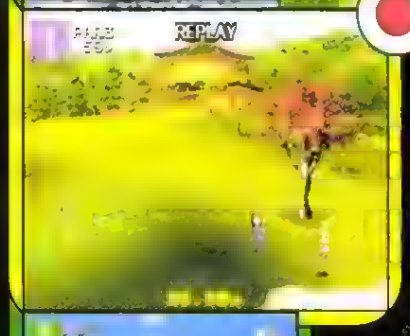


Now, under the heading of "changed all-together" would be the inclusion of a pretty extensive stats database. You can see where you have finished in each of the 20 tournaments, view your totals for all tournaments played (avg. score, fairways hit, longest drive, etc.), and even get a letter grade based on those tournament averages. After competing in nine tournaments, I've got an overall grade of a "C" (once a C student, always a C student), although I get an A in Average Putt — 1.40 (that must be the equivalent of gym class). But wait, it gets better — you can even see detailed course by course stats for every hole. For instance, on the first course, I'm averaging a bogey (4.25) on the 5th hole, and a birdie (3.00) on the 10th hole. Cool. And, lastly, there's a screen that shows the percentage of each type of hole you have played. I'm averaging 60.4% pars, 23.4% birdies, 12.9% bogies, 2.4% double bogies, and 0.6% hole-in-ones (I got my first ever, after playing every freakin' golf game ever made!).



There's more — a screen that shows you year-by-year how well you did in the tournaments. Hot Shots 2 records your history in terms of years, so each time you play the four tournaments (Spring-Winter), it is counted as one year. I guess the big goal would be to see how quickly you can become a Top Pro!







Also new for HS2 is a simple little par 3 9-hole course that takes the place of the poorly received Miniature Golf setup in the original game. There are a total of 7 18-hole courses in HS2 that can be played in stroke, match, tournament, or Vs. modes. And, for those of you that thought the putting was easy in HS, it is MUCH more difficult this time around — anything outside 8 feet is questionable! However, the chipping is now easier, so you'll find yourself getting close to the cup whenever you are inside 25 yards (I average about 1.5 chip-ins per round).

BOTTOM LINE

SCORE:





COMPATIBILITY

1-4 Players

REVIEWED BY:
ALEX ANDREWS

COLIN MCRAE RALLY

GENRE:	RACING
PUBLISHED BY:	SCEA
DEVELOPED BY:	CODEMASTERS
ORIGIN:	UK
# OF CD'S:	1
AVAILABLE:	NOW

EVERYONE
E
CONTENT RATED BY ESRB

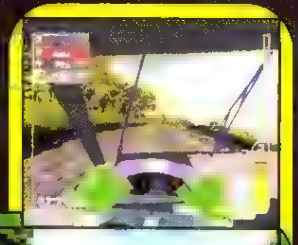


After gorging myself on Gran Tourismo 2 for the last couple of weeks, I was due for a change of pace. Colin McRae Rally from SCEA and Codemasters is that change. If you've read this magazine for any amount of time, you'll undoubtedly recall that rally-style racing games have not gained a lot of favor with the staff here at PSExtreme. The reasons are quite simple – lack of control and minimal sense of speed. Codemasters, the creators of the TOCA series, is the developer of Colin McRae. If you've played the TOCA series, or the V Rally games, you'll immediately be familiar with Colin McRae.

The game is set up in a very traditional format. You have your choice of Championship mode, Rally, Time Trial or Rally School. In traditional Rally-style, there are no other cars on the screen with you – it's pretty much just you against the road and elements. However, there are "special" stages where you race against one other car on parallel tracks. As you would expect, you have your choice of cars and how they are set up. As you progress, more cars become available.

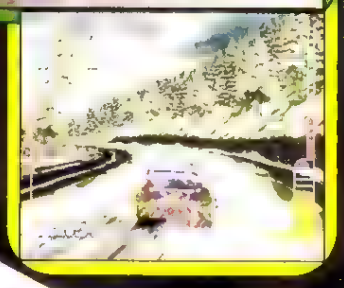
The guts of this game are to be found in the Championship mode, as this is where most of the depth is. Each rally has six stages that you must complete. If you don't finish in the top six, you aren't allowed to move on to the next rally. Each stage is a little different, with varying weather and road conditions. As you would expect from a rally-type game, the control is the main issue. With each stage, the AI treats you to a different set of circumstances. This is predictable at times and down right frustrating at others. For instance, at night, during clear conditions, your car handles like it's on ice and is literally uncontrollable. Yet in snow, the cars can almost be driven with abandon. As I've said in every review I've ever done on rally games, the control is extremely frustrating. In this particular area, Colin McRae is very similar to the TOCA series. The inconsistent AI is very much a constant in both games.

The overall gameplay is quite satisfying, however. Most rally games have very steep learning curves and frustrate to the point of throwing your controller (V Rally comes to mind). No such issues with Colin McRae. In fact, you can pretty much jump right in and have immediate success. As you progress, however, things start to get a little tricky. This doesn't take away from the enjoyment, however, it actually adds to the replay value. I constantly found myself saying, "just one more time, I know I'll beat it"! When you think about it, that's all you can ask from a game, a challenge that keeps you coming back.



The game is far from perfect. As I mentioned, the control isn't consistent by any stretch of the imagination and, after awhile, all of the courses seem to blend together. It also suffers from the standard rally slowness. You just can't seem to get enough speed out of these games. Let's face it, slamming on the brakes isn't as fun as stepping on the gas. On a positive note, the backgrounds, car physics and sound effects are top notch. It's one of the few racing games where you actually turn up the volume. I especially liked the sounds of the glass shattering as I slid into a tree. It reminded me of the time I backed into a pole at Bank of America. Additionally, the engine noises, as you work your way through the gears, are the most realistic I've heard in a long time.





SCORE:



88%

BOTTOM LINE

Rarely will you hear a glowing review about a rally-type game from the editors of PSExtreme. The best we've seen is Rally Cross 2, but Colin McRae makes tremendous strides in changing our opinions. Enduring replay value coupled with a very satisfying overall racing experience make Colin McRae a worthy purchase for fans of the Rally-type games. If you're looking for a substitute to Gran Tourismo 2, however, you may want to give it a rent first.

COMPATIBILITY

1 or 2 Players | Analog Control Compatible | Vibration Function Compatible

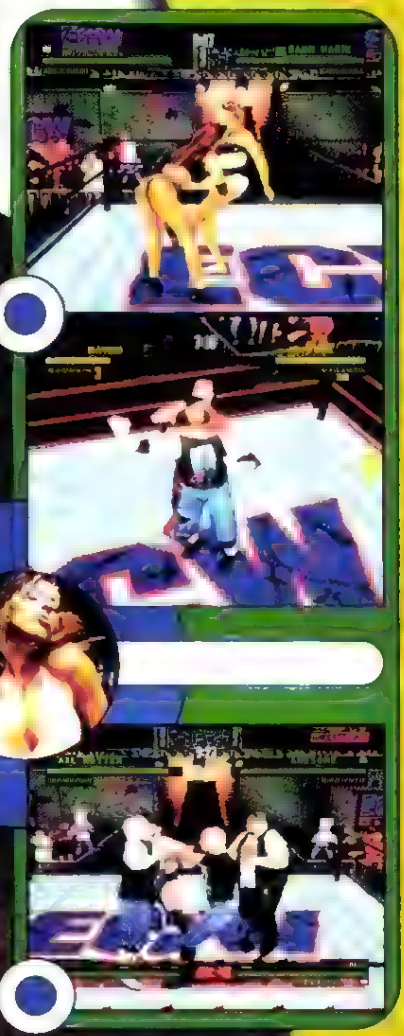
GENRE:	WRESTLING
PUBLISHED BY:	ACCLAIM
DEVELOPED BY:	ACCLAIM STUDIOS
ORIGIN:	USA
# OF CD'S:	1
AVAILABLE:	NOW

REVIEWED BY:
DARIEN ALLEN

ECW: HARDCORE REVOLUTION

MATURE M CONTENT RATED BY ESRB

Raise your hands, how many of you knew about ECW, say two years ago? I'm guessing not too many. Through their recent TV deal with TNN, and investment by Acclaim, they are quickly changing that. ECW is Extreme Champion Wrestling; it features LOTS of breaking tables, chair shots, hardcore matches that make the WWF and WCW ones pale in comparison, incredible dives off of second story ledges, dives from the ring into the audience, lots of bleeding and, on top of that, GREAT wrestling with beautiful women to boot! Acclaim has tried to capture that atmosphere, whether they have succeeded, however, may depend on how much of a fan you are.



HR features over 40 wrestlers, and its overflowing with Game Modes: Vs, Tag, Tornado, One on Two's, 3 Ways and Battle Royale (to name a few). Cage, street fights, and a Barb Wire match (Barb Wire replaces the ring ropes) are some of the match options available. Many of the game modes and options from Attitude have been reused. Separate single and tag team career modes have you participating in various ECW house shows, TV tapings and PPV events as you attempt to gain the various title belts. Again, both modes are similar to those found in Attitude. See where I'm going with this? In a first, because of some of the more adult voice-overs and crowd chants, as well as the excessive blood, HR will receive an M for Mature rating. Once again, a language setting exists to turn these taunts off.

Tournament, Pay Per View, Stadium Edit and the fabulous Create-A-Wrestler mode return as well. There is still NO other wrestling title that can touch Attitude (and now HR) when it comes to sheer number of options available when creating your wrestler. Eyes, nose, mouth, hair, beard, mask and accessories, numerous upper and lower body options, as well as the ability to write text on your wrestler barely scratch the surface. Acclaim has again ensured that you'll spend countless hours in this particular portion of the game. Thanks to numerous ECW motion capture sessions, you'll be looking at an available list of over 400 moves. Unfortunately, HR doesn't allow you to preview moves before you assign them to your wrestler. Many of the moves named are not going to be familiar to casual wrestling fans, though you may recognize them once you've seen them executed. Wrestling moves are executed via a combination of button presses. Each wrestler has a life bar and your Finishing Move can only be executed when your opponent's life bar is red.







HR plays almost EXACTLY like Attitude, and therein is my biggest complaint. Many of the issues from Attitude still exist; strange freezes and moves not executing when you've entered the button combinations, poor and infrequent color commentary from Joey Styles (color commentator for ECW). Even the same poor generic crowd noise returns, though the excellent specific crowd and fan chants have returned as well. Wrestler's intros, which had been the crowning achievement of WWF: Attitude, just do not seem to hold the same magic. Maybe it's because not enough of them truly stand out as being unique, maybe it's because some of the motion capturing looks a bit awkward. Whatever it is, I'm just as high on HR as I originally was on Attitude. ECW: Hardcore Revolution isn't a BAD title. It just doesn't do a lot to stand out from previous wrestling titles. It really doesn't accurately capture the ECW atmosphere, which often features more out-in-the-audience, hardcore wrestling action.

BOTTOM LINE

If you were a big fan of WWF: Attitude, and were looking for all the same features and gameplay just with a slight ECW twist, HR may be for you. For me however, there just isn't enough EXTREME in this title to make it worth owning

SCORE:



89%

COMPATIBILITY

Multi Tap Adaptor 1-4 Players | Analog Control Compatible | Vibration Function Compatible

SEND US YOUR CODES AND WIN BIG PRIZES!

Each month we'll pick the best code sent in by our loyal and intelligent readers and send that person a brand spankin' new copy of AGETEC's hot destruction game for the PlayStation, Armored Core: Project Phantasma or, if you're funky-funky, fresh, AGETEC's ASCII Sphere 360 (you decide). But wait! That's not all: if you act now, we'll also include AGETEC's super stylish ASCII Grip one-handed controller for the PlayStation, for your controlling pleasure. PLUS twelve (12) free issues of the best, the first, monthly dedicated PlayStation magazine, PSExtreme, of course! Whoa! That's a lot of cool stuff for just a code; what are you waiting for?

WE HAVE A WINNER!

A big sticky pile of congrats are due to our very special friend (and emulator dude?), Mario Silva from Raine, MN for the remarkable codes. Where'd you get this code anyway?

Vigilante 8: 2



Cheat mode
At the main screen, hold L1 + L2 + R1 + ○ + ○ + ↑. Then, choose "Start Game" and pick a level. When the game starts, you will be invincible and have infinite ammunition. Know that enabling this code will make it so you can't save a game, so don't be a punk.

CONTEST RULES: Anyone of any age can enter. The only people not eligible to win are employees of Dimension Publishing or AGETEC, their friends, family, pets and anyone they talk to or know of. Dimension Publishing reserves the right to make any and all decisions regarding the contest. One winner per month will be chosen, at Dimension Publishing's discretion, based on the code or trick supplied by the entrant. If you win but do not specify, in your code submission, which prize you want to receive, then we will choose for you.

Welcome friends to our very special EXecute section. We've dedicated seven full pages to nothing but codes. Codes for old games, codes for new games, codes, codes and codes for the young ones, codes for the old folk. We just went crazy and listed a lot more codes than usual. We even took out the screen shots so we could have more codes. Let the [illegible] begin.

Driver

Access Various Cheats:
Go to the main menu, enter one of the codes below. Then go to the Cheats screen to access the code you entered.

Long Suspension
R2 L2 R1 R2 L2 L1 R2 R2
L2 L2 L1 R2 R1

Small Cars
R1 R2 R1 R2 L1 L2 R1 R2
[illegible]

Invincible
L2 L2 R2 R2 L2 R2 L2 L1
R2 R1 L2 L1 L1

No Police
L1 L2 R1 R1 R1 R1 R1 L2
L2 R1 R1 L1 L1 R2

Rear Steering
R1 R1 R1 R2 L2 R1 R2 L2
[illegible]

View Credits
L1 L2 R1 R2 L1 R1 R2 L2
R1 R2 L1 L2 R1

Upside Down Screen
R2 R2 R1 L2 L1 R2 L2 L1
R2 R2 L2 R2 L1

Vigilante 8: 2

Bull's Eye Rockets
Attack 1: ↑ ↓ ↓ Machine Gun
Attack 2: ↑ ↓ ↑ Machine Gun
Attack 3: ↑ ↓ → Machine Gun

Sky Hammer Mortar
Attack 1: ↓ ↓ ↓ Machine Gun
Attack 2: ↓ ↓ ↑ Machine Gun
Attack 3: ↓ ↓ → Machine Gun

Interceptor Missiles
Attack 1: ↑ ↑ ↓ Machine Gun
Attack 2: ↑, ↑, ↑ Machine Gun
Attack 3: ↑, ↑, → Machine Gun

Brusier Cannon
Attack 1: ↓ ↑ ↓ Machine Gun
Attack 2: ↓ ↑ ↑ Machine Gun
Attack 3: ↓ ↑ → Machine Gun

Roadkill Mines
Attack 1: ← → ↓ Machine Gun
Attack 2: ←, → ↑ Machine Gun
Attack 3: → ← → Machine Gun

Brimstone Burner
Attack 1: →, ←, ↑ Machine Gun
Attack 2: →, ←, ↓ Machine Gun
Attack 3: → ←, → Machine Gun

Xena

Level Select:
Go to the Main Menu highlight NEW GAME. Then enter the following code
△ □ ○ △, □, ↑, ↑, ↑

Invincibility:
Go to the Main Menu and enter the following code
↑, ↑, ↑, ○, □, ↑, →, ↑

Full Attack/Shield:
Go to the Main Menu and enter the following code △, □, △, □, □, ↑, ↑, ↑

Supercross 2000

All bikes
Enter ALLBIKES as a password

Sheep race
Enter BUTTON as a password

Tricks
Get some massive air, then hold ○ and press the D-pad in the indicated directions to perform the corresponding move.
Vert Fenter Grab : ↓, ↑
Superman : ↑ ↓, →
Bonzai : ↑, →
Cordova : ↑, ↑, →
Cliff Hanger : →, ↓, ↑
Side Heel click : →, ↑
Nothing : →, ↑, ↑
Super Fender Grab : ↑, ↑, ↓
Saran Wrap: ↑, →, ↓

Demolition Racer

Unlock Cheat mode All Modes, All Tracks All Cars
Go to the main menu, press ✕ ✕ □ □ △ △ ○, ○. If you entered the code correctly you will hear the sound of an engine.

G-Police 2

Unlock Cheat mode
Enter UTOPIA as a password

Unlimited ammunition
Start a new game, then hold L1 L2 R1 + R2 + ○ at the weapons screen. You will hear a sound if entered correctly

Level select
Enter PLINTH as a password

Tomb Raider: Last R

All weapons, medi-packs, and ammo
Turn Lara to exactly North according to her compass, then enter the inventory screen. Highlight the Small Medipack selection and hold L1 + L2 + R1 + R2 + ↑ then press △.

Level skip
Turn Lara to exactly North according to her compass, then enter the inventory screen. Highlight the Load Game selection and hold L1 + L2 + R1 + R2 + ↑ then press △.

Get the All items
Turn Lara to exactly North according to her compass, then enter the inventory screen. Highlight the Large Medipack selection and hold L1 + L2 + R1 + R2 + ↓ then press △.

Lego Racers

No chassis or bricks
Go to build mode and create a new driver and enter NCHSSS as a name at the make license screen.

Rocket car
Go to build mode and create a new driver and enter FLYSKYHGH as a name at the make license screen.

Turbo mode
Go to build mode and create a new driver and enter FSTFRWRD as a name at the make license screen

No wheels

Go to build mode and create a new driver and enter NWHLS as a name at the make license screen.

Reversed Rocket Racer Run track
Go to build mode and create a new driver and enter LNFRRRM as a name at the make license screen.

Maintain speed off track
Go to build mode and create a new driver and enter NSLWJ as a name at the make license screen.

All pick-ups are always at maximum
Go to build mode and create a new driver and enter MXPMX as a name at the make license screen.

All pick-ups are grapple
Go to build mode and create a new driver and enter RPCRNLY as a name at the make license screen.

All pick-ups are green (Fast-forward)
Go to build mode and create a new driver and enter PGLLGRN as a name at the make license screen.

All pick-ups are yellow (Oil)
Go to build mode and create a new driver and enter PGLLYLL as a name at the make license screen.

All pick-ups are red (Bombs)
Go to build mode and create a new driver and enter PGLLRD as a name at the make license screen

No driver
Go to build mode and create a new driver and enter NDRVR as a name at the make license screen.

Disable all cheats
Go to build mode and create a new driver and enter NMRCHTS as a name at the make license screen.

Turbo start
Hold ⊗ before each track appears. When the countdown starts, tap ⊗ along with the countdown, and hold ⊗ at the end. You will get a turbo boost if done correctly.

Tomorrow Nvr Dies

Fifty med kits
Pause the game and press Select, Select, ●, ●, △, Select.

Unlock all missions
Go to the main menu, press Select, Select, ●, ●, L1, L1, ●, L1, L1.

View all FMV sequences
Go to the main menu, press Select, Select, ●, ●, L1, L1, L1, L1, L1, L1, L1

All weapons for current mission with full ammunition
Pause the game and then press Select, Select, ●, ●, L1, L1, R1, R1.

See through walls
Pause the game and then press Select, Select, ●, ●, Select, Select, ●, ●.

Ethereal mode
Pause the game and then press Select, Select, ●, ●, △, △, △, △.

Complete current mission successfully
Pause the game and then press Select, Select, ●, ●, Select, ●.

View debug information
Pause the game and then press Select, Select, ●, ●, L2, R2, L2 to display various numbers and positions. To disable this code Press R2, L2, R2.

Medal Of Honor

Winston Churchill
To unlock Winston Churchhill in multi-player mode, Enter FINESTHOUR as a password.

Rapid fire
Enter ICOSIDODEC as a password.

Reflecting shots
Enter GOBLUE as a password.

Infinite ammunition
Enter BADCOPSHOW as a password.

William Shakespear
To unlock William Shakespear in multi-player mode, Enter PAYBACK as a password

Velociraptor
To unlock a Steven Spielberg dinosaur in multi-player mode, Enter SSPIELBERG as a password

Making of level 1 feature
Enter INVASION as a password.

Making of level 2 feature
Enter BIGGRETA as a password.

Making of level 3 feature
Enter DASBOOT as a password.

Making of level 4 feature
Enter STUKA as a password.

Making of level 5 feature
Enter KOMET as a password.

Making of level 6 feature
Enter TWOSIXTWO as a password.

Making of level 7 feature
Enter MISSLEAGUE as a password.

Making of level 8 feature
Enter VICTORYDAY as a password.

Test Drive 6

Open All quick tracks
Enter CVCVBM as a name.

No Bomber
Enter RFGTR as a name Then catch all the speeders on the Rome, New York, Paris Hong Kong and London tracks in cop chase mode.

Open All tracks
Enter ERDRTH as a name.

Short tracks
Enter QTFHYF as a name.

All challenges
Enter OPIOP as a name.

$6,000,000
Enter AKJGQ as a name.

Get all the cars
Enter DFGY as a name.

Turn off the checkpoints
Enter FFOEMIT as a name

Test Drive: Off-Road 3

Access Cheat mode
To activate all the codes in the game, Enter ZAKARY X as a name.

All divisions
Enter SAD CLOWN as a name

All tracks
Enter LEAD TO ROME as a name.

All upgrades
Enter MAD HOOKUP as a name.

Stunt mode
Enter TURN TRICKS as a name to be able to turn while in mid-air.

Sumo mode
Enter YOKOZUNA as a name to increase collision effects.

Army Men Air Attack

2-Player Level Passwords
Level Password
2-Going Car-Crazy: ←, ↑, ■, ⊗, ↑, ●, ↑, →
3-The Train That Could: ←, ↓, ←, ↓, ↑, ↑, ↑, ↑
4-Tan Terror-Tory: ■, ⊗, ⊗, ■, ●, △, △, ■
5-Bug Bath: ⊗, ↑, ●, ↓, △, ←, ■, →
6-Uninvited Guests: ●, ●, ■, ↓, ↓, ■, ⊗, ⊗
7-Ants In The Pants: ↑, ↓, ↓, ↓, →, ←, ←, ←
8-Saucer Attack: Left", ←, △, →, →, △, ↑, ↑
9-The Heat Is On: ■, ■, ■, ●, ↓, ↓, ↓, ←
10-The Melting Pot: ●, ↑, ←, ■, ↑, ←, ↓, ↓
11-River Rapids Riot: △, ●, △, ●, ↑, ↑, ↓, ↓
12-Nightmare Teddy: ↑, ↓, ←, →, ●, ●, ↑, ■
13-Demolition Time: ⊗, ←, ←, ←, ■, △, ●, ⊗
14-Pick Up The Pieces: ←, ↓, ←, ↓, ■, ●, ■, ●
15-Have An Icey Day: ↓, ↓, ↓, ↓, ⊗, ⊗, ●, ●
16-Plastro's Revenge: △, ↓, △, ↓, ■, ↑, ■, ↑

Open All Co-Pilots
In the passwords screen, enter the following code ↑, ↓, ↑, ↓, ↑, ↓, ↑, ↓

Passwords for levels 4 and 6
4 ↓, ↓, ■, ■, ←, →, ●, ⊗
6 ■, ●, ⊗, ■, △, ←, ↑, →

NASCAR 2000

Race as Bobby Allison
Go to the car selection screen, then press L1, R1, L1, R1, ■, L2, R2, L2, R2, ●

Race as Davey Allison
Go to the car selection screen, then press R1, L1, R1, L1, ■, R2, L2, R2, L2, ●. Start a season and win the first four poles and races to unlock Davey Allison.

Race as Alan Kulwicki
Go to the car selection screen, then press L1, R1, L2, R2, ■, R1, L1, R2, L2, ●

Race as Benny Parsons
Enter the following code at the Driver Selection Screen
L1, R2, R1, L2, ■, R2, L1, R1, L3, ●

Pong

Unlock first level
Enter the following code at the zone selection screen, pause the game and then press L1, R1, L1, R1, then resume playing the game.

Unlock second level
Go to the zone selection screen, pause the game and then press L2, R2, L2, R2, then resume playing the game.

Unlock third level and more
Go to the zone selection screen, pause the game and then hold L1 + R1 + L2 + R2, then resume playing the game.

BoomBots

Access All Levels/All Characters:
Enter the following code at the Selection Screen.
■,■,■,■, ●,●,●,●, ■,■,■,■,Select, Select, Select

Access Cheat Mode:
Enter the following code at the Selection Screen.
■, ●, ●, ■, ●, ●, ■, ●, ●, ■, ●, ●,Select, Select, Select
You can now enter a cheat below:

Low CPU Health:
After accessing the Cheat Mode from above enter the following code.
Press Pause and then ● + ■

Instant CPU Kills:
After accessing the Cheat Mode from above enter the following:
Press Pause and then ● + ■ + △

40 Winks

All dreamkeys
Pause the game in the house hub, then hold Select and press ●, L1, L2, L1, L2.

All winks
Pause the game in the house hub, then hold Select and press ←, ↓, ←, →,→

Restore moons
Pause the game, then hold Select and press ↑, L2, ←, R2, ←

Full cogs
Pause the game at any place, then hold Select and press Down, R2, L1, ↑, R2.

Restore lives
Pause the game at any place, then hold Select and press L1, ↑, →, L2, ↑.
Restore Zzz's
Pause the game, then hold Select and press →, L1, ↑, R1, L1.
Big head mode
Pause the game, then hold Select and press L1, ↑, →, L2, ↑. Release Select, then hold Select again and press L1, ↑, →, L2, ↑.

Fighting Force 2

Cheat mode
At the Press Start screen, hold L1 + L2 + R1 + △ + ✕ + ←. Then, select Start Game and choose a level.

Rainbow Six

Unlock all the doors
Press Start to Pause the game, then hold L1 + △ and press □, □, △, ✕, ○, □, △.

Bass Landing

Free a stuck lure
Press ✕ + ○ to free your stuck lure.

Clock Tower 2

Change custom 1 and 2
Custom 1: Go to the title menu, then hold L1, R1, Select, △
Custom 2: Go to the title menu, then hold L1, R1, Select, □
Sound Test
Go to the title screen, then press ←, ○, ↓, △, →, □, ↑, ✕, L1, R2, L2, R1 + Start. A Sound Test option will now appear under the Option Mode.
Unlimited Power Spells
Go to the title screen, then hold L1 + L2 + R1 + R2 and start a game.A power spell charm with unlimited uses will be available as soon as the game starts.
Wear School Uniform
Go to the title screen, then hold L1 + R2 + Select + △ then start a new game.

Hot Wheels

Infinite turbo
Go to the main menu, then press R2, L1, □, △, R1, L2, L1, R2. You should hear a sound if entered correctly.
TowJam car
Go to the main menu, then press □, △, L1, R1, L2, R2, □, △. You should hear a sound if entered correctly.
Little cars
Go to the main menu, then press □, R2, L2, △, △, L2, R2, □. You should hear a sound if entered correctly.
Large tires
Go to the main menu, then press □, △, □, △, R1, R1, L2, L2 You should hear a sound if entered correctly.
Flat shaded graphics
Go to the main menu, then press L1, R1, L2, R2, L1, R1, L2, R2. You should hear a sound if entered correctly.
Dude sounds
Go to the main menu, then press R2, R1, L2, R2, □, △, L1, R1. You should hear a sound if entered correctly.

Wu Tang

To open the Fatalities and blood options
Enter the following code as a password. △, ○, ✕, ✕, □, △, ○, □.

RC Stunt Copter

Unlock all levels
At the title screen, press ↓, ↑, →, ←, △, ✕, □, ○. If entered correctly you will hear a voice say "Cheater's Never prosper!"
All gold medals
At the title screen, press ↓, ↑, ←, →, △, ✕, □, ○. If entered correctly you will hear a voice say "Cheater's Never prosper!"
Mega points
At the title screen, press L2, R2, L1, R1, △, ○, ✕, □. If entered correctly you will hear a voice say "Cheater's Never prosper!"
Long name
At the title screen, press ↑, ↓, ←, →, △, ✕, □, ○. If entered correctly you will hear a voice say "Cheater's Never prosper!"
View ending sequence
At the title screen, press ↑, ↓, ←, ←, ✕, □, △, ○. If entered correctly you will hear a voice say "Cheater's Never prosper!"

Championship Motorcross: Featuring Ricky Carmichael

Enter the following codes at the name entry screen in Championship mode or after completing a race. Don't forget to put the space in between each word.
All Events enter:: ALL EVENTS
All Tracks enter:: DIRT TRACKS
Big Head Mode enter: : GROSSE TETE
Open Mirror mode enter:: OPPOSITE LOCK
Then choose the race setting selection under Options to access the Mirror mode.
Wrath Child Fox FMV enter: LIVE ACTION
Then choose the Extras selection under Options to access the View Fox Movie selection.

Grand Theft Auto 2

Enter the following codes as a Player Name.
Level select
Enter ITSALLUP
Invincibility
Enter LIVELONG
All weapons
Enter NAVARONE
No police
Enter LOSEFEDS
Display coordinates
Enter WUGGLES
Maximum wanted level
Enter DESIRES
Earn $500,000
Enter MUCHCASH
5x multiplier
Enter HIGHFIVE
10 million points
Enter BIGSCORE
Debug basic scripts
Enter NOFRILLS
To Tune the radio While driving a car that has a radio, press Up to change station.

Re-Volt

All Cars
At the name enter screen, enter CARNIVAL as your name.
All Tracks
At the name enter screen, enter TRACKER as your name. When you are at the track selection screen, press ↑ to activate Mirror Track or ↓ to activate the Reversed track.

Soul Reaver

Cheat mode
To open the Cheat mode. When the second FMV sequence ends, hold Select and □ to access the cheat menu.
All abilities
Pause the game, then hold L1 or R1 and press ↑, ↑, ↓, →, →, ←, ○, →, ←, ↓. Then, press Start to have all the abilities.
Refill health
Pause the game, then hold L1 or R1 and press ↓, ○, ↑, ←, ↑, ←.
Upgrade health to next level
Pause the game, then hold L1 or R1 and press →, ✕, ←, △, ↑, ↓.
Maximum health
Pause the game, then hold L1 or R1 and press →, ○, ↓, ↑, ↓, ↑.
Refill magic
Pause the game, then hold L1 or R1 and press →, →, ←, △, →, ↓.
Maximum magic
Pause the game, then hold L1 or R1 and press △, →, ↓, →, ↑, △, ←.
Invincibility
Pause the game, then hold L1 or R1 and press ↑, ↑, ↑, →, △, □, →. You will hear a scream if entered correctly.
Pass through barriers
Pause the game, then hold L1 or R1 and press ↓, ○, ○, ←, →, △, ↑.
Hurt Raziel
Pause the game, then hold L1 or R1 and press ←, ○, ↑, ↑, ↓.
Aerial Reaver
Pause the game, then hold L1 or R1 and press ✕, →, ↑, ↑, △, ←, ←, →, ↑.
Kain Reaver
Pause the game, then hold L1 or R1 and press ✕, ○, →, △, ←, ←, →, ↑.
Fire Reaver
Pause the game, then hold L1 or R1 and press ↓, ↑, →, ↑, ↓, ←, ○, →, ↓.
Soul Reaver
Pause the game, then hold L1 or R1 and press ↓, △, L2, →, →, ↓, ↓, ←, △, ↓, →.
Make Fire Reaver
Pause the game, then hold L1 or R1 and press △, →, ↓, ○, ↑.
Force
Pause the game, then hold L1 or R1 and press ←, →, ○, ←, →, ←.
Water Glyph
Pause the game, then hold L1 or R1 and press ↓, ○, ↑, ↓, →.
Constrict
Pause the game, then hold L1 or R1 and press ↓, ↑, →, →, ○, ↑, ↑, ↓.
Force Glyph
Pause the game, then hold L1 or R1 and press ↓, ←, △, ↓, ↑.
Stone Glyph
Pause the game, then hold L1 or R1 and press ↓, ○, ↑, ←, ↓, →, →.

Sound Glyph
Pause the game, then hold L1 or R1 and press →, →, ↓, ○, ↑, ↑, ↓.
Wall climbing
Pause the game, then hold L1 or R1 and press △, ↓, L2, →, ↑, ↓.
Fire Glyph
Pause the game, then hold L1 or R1 and press ↑, ↑, →, ↑, △, L2, →.
Sunlight Glyph
Pause the game, then hold L1 or R1 and press ←, ○, ←, →, →, ↑, ↑, ←.
Shift at any time
Pause the game, then hold L1 or R1 and press ↑, ↑, ↓, →, →, ←, ○, →, ←, ↓.

Tony Hawk

To enter the Cheat mode
Pause the game, then hold L1 and press ○, →, ↑, ↓, ○, →, ↑, □, △. The Pause screen will shake if entered correctly.
Level select
Pause the game, then hold L1 and press △, →, ↑, □, △, ←, ↑, □, △ The Pause screen will shake if entered correctly
Special meter always full
Pause the game, then hold L1 and press ✕, △, ○, ↓, ↑, →. The Pause screen will shake if entered correctly
Raise stats to 10
Pause the game, then hold L1 and press □, △, ↑, ↓ The Pause screen will shake if entered correctly
Raise stats to 13
Pause the game, then hold L1 and press ✕, □, □, △, ↑, ↓. The Pause screen will shake if entered correctly
Big head mode
Pause the game, then hold L1 and press □, ○, ↑, ←, ←. In order for this to work, you need to quit the current level and start over.
Random start locations
Pause the game, then hold L1 and press □, ○, ✕, ↑, ↓. The Pause screen will shake if entered correctly

Quake 2

Invincibility
During gameplay, press pause and enter the following code
L2, L2, R1, R2, R1, L2

Knockout Kings 2000

Go to the Boxer Creation Screen then press ○ at the Pre Fight Ranking Screen. Then save your fighter to use in exhibition and career modes.
Fight as O:
O
Fight as Marlon Wayans:
MARLON WAYANS
Fight as Jermaine Dupri
JERMAINE DUPRI
Fight as a Gargoyle:
GARGOYLE
Fight as Q-Tip:
Q TIP
Fight as Marc Ecko:
MARC ECKO
Fight as Tim Duncan:
TIM DUNCAN
Fight As Ed Mahone:
ED MAHONE

Crash Team Racing

Play the Spryo 2 Demo.
Go to the New Game Screen and while holding L1 + R1, then press: ↓, ○, △, →

Mission Impossible

Enter the following codes at the LOAD GAME option.
Turbo On:
GOOUTTAMYWAY
Slo-Motion:
IMTIREDTODAY
Big Jumps:
BIONICJUMPER
AI Off:
SCAREDSTIFFF
Hidden Message.
TTOPFSECRETT
FMV Sequences:
SEECOOLMOVIE

Twisted Metal 4

Pull off these special moves during gameplay.
Freeze : ←, →, ↑, ↑
Rear freeze : ←, →, ↓, ↓
Massive attack : ↑, ↓, ↑, ↓, ↑
Rear massive attack : ↑, ↓, ↑, ↓, ↓
Rear attack : →, ←, ↓, ↓
Jump : ↑, ↑, ←
Shield : ↑, ↑, →
Invisibility : ↓, ↓, ↑, ↑
Hyperspace : ↑, ↑, ↓, ↓

R-Type Delta

Level select
Use the bombs more than 10,000 times. Then a Stage Select option will appear when this goal has been accomplished. You can check how many bombs you have used by viewing the Notes menu.
Refill Force power
Pause the game, then hold L2 and press ←, →, ↑, ↓, →, ←, ↑, ↓ + △.
Red power-up
Collect a Force Pod. Then pause the game, hold L2 and press ←, →, ↑ ↓, →, ←, ↑, ↓ + □.
Blue power-up
Collect a Force Pod. Then pause the game, hold L2 and press ←, →, ↑, ↓, →, ←, ↑, ↓ + ✕.
Yellow power-up
Collect a Force Pod. Then pause the game, hold L2 and press ←, →, ↑, ↓, →, ←, ↑, ↓ ○.
More credits
To get nine credits, play the game for more than three hours.
Infinite credits
To unlock a free play mode play the game for more than nine hours.

WCW Mayhem

Enter these codes as a PPV password
All wrestlers: : PLYHDNGYS
All backstage rooms : CBCKRMS
Alternate wrestlers: NGGDYNLN
Classic TNT Nitro set: PLYNTRCLSC
Created wrestlers will have maximum attributes: MKSPRCWS
Masked Rey Mysterio Jr.: MSKDLTLRY
Momentum meter: PRNTMMNTM
Move up in rank: CHT4DBST
Obese Billy Kidman: NGGDYNLN
Stamina meter: PRNTSTMN

Wipeout 3

Cheat Codes
Enter the following codes at a default player name.
All challenges : THEHAIR
All prototype circuits : CANCER W
All racing circuits: WIZZPIG
All teams : AVINIT
All tournaments : BUNTY
Change blue Turbo triangles to white: BEBEDEE
Collisions with walls slow down vehicle : NOWHEELS
Phantom class . JAZZNAZ
Random weapons DEPUTY
Unlimited hyperthrust : MOONFACE
Unlimited shields and thrust : GEORDIE

Irritating Stick

Get Seven lives
Go to the mode selection screen, highlight 1P Play and press →, →, →, →. Highlight Tournament and press →. Highlight Course Edit and press ←, ←. Highlight Options and press ←, ←, ←, ←, ←, ←. Then, highlight 1P Play and press ✕ to begin a game with seven lives. You will hear a cheer if entered correctly.

Jet Moto 3

Race at a high speed
While playing a game, press L1 + →, R1 + ↓, □, L1 + △, R1 + ↓, L1 + ←, then Select.
TV camera
While playing a game, press ○, L1 + △, L1 + ✕, △, R1 + ↑.

Metal Gear Solid: VR

Alternate selection screen
To get a different picture at the selection screen. Press Start At the Konami logo screen.

Civilization 2

Earn Extra Money
Enter the word CasH as a town name Hold R1 when you enter the capital H.

NHL 2000

Taunt the Other Team
After you score a goal press the △ key to laugh at your opposition.

Gamebreaker 2000

Enter these codes at the EASTER EGG screen
Awesome Team.
UNSTOPPABLE
Player Attributes=99:
Beat Down
Improved Players:
Builder
Improved Blocking/Tackling
Da Wall
Improved Running:
Run Attack
Improved Passing:
Pass Attack
Win Simulations:
SC
Awesome Offense (simulation season only):
BOOST
Improved Recruits:
GOLDEN

NCAA Football 2000

Enter the following codes at the "Secret Codes Screen".
STAFFUP = Max. Recruiting Points
UNSTOPPABLE = Super Stats Team
STADSGALORE = All Exh. Mode Stadiums
PIXGALORE = Defense Intercepts Always
BRICKWALL = Defense Tackles Always
GIMMEDABALL = Perfect Receivers
ICBM = Long Kicks

TIMEFLIES = Daylight Effects
BADCALL = One Point For Knocking down the Ref
BIGSCREEN = View Intro Sequence
CONTROVERSEY = View All Rankings
MINDREADER = View CPU Plays
LASERBEAMS = All Tiburon
INTHEGAME = All EA Sports
INSIDENOUTSIDE = 1947 Army
FORTYSEVENONE = 1957 Oklahoma
BRUTUS = 1970 Ohio State
GAMEOFCENTURY = 1971 Nebraska
SCHOONER = 1971 Oklahoma
HEDGES = 1976 Georgia
TOUGHTHEROCK = 1981 Clemson
GOFOR2 = 1983 Nebraska
MIRACLE = 1984 Boston College
LINEBACKERINT = 1986 Penn State
FATIGUES = 1986 Miami
MONSTERD = 1987 Miami
HURTQB = 1988 West Virginia
GREENGANG = 1994 Oregon
ALMOSTNO.1 = 1994 Penn State
TURNOVER = 1997 Washington State
SPLITVOTE = 1997 Michigan
SMOKEY = 1997 Tennessee

Special Moves
Right before you enter the End Zone press and hold the following:
L1 + L2
Then once you're in the End Zone repeatedly press the code button below:
Spike the Ball: ○
Heisman Statue Pose: ✕
Muscle Flex: □
Spin Ball: R1
Back Flip: △

Tarzan

Cheat mode
Go to the main menu, press ←, ←, →, →, ↑, ↓, ←, →, ↑, ↑, ↓, ↓. Scroll down below the Load Game option to get to the cheat menu selection
Infinite Lives:
Enter this code at the Title Screen
L1, R1, L2, R2, L1, R1, L2, R2

TOCA Touring Car 2

Enter the following codes as a name in the single player mode.
Unlock All Tracks:
MECHANIC
Unlock All Support Cars:
BIGLEY
Sky-View:
MINICARS
Extra Track:
TECHLOCK
Crazy Collisions:
BCASTLE
See Only Tires on Cars:
JUSTFEET
Turbo:
FASTBOY
Sky High Tracks:
ELASTIC
Fast Car Damage:
DUBBED
Long Race:
LONGLONG
Psychedelic Background:
TRIPPY

Shane Warne Cricket

Always Win
Enter the password GETBRIBE.
Better Batters
Enter the password SUPERMAN.
Big Ball Mode
In the Classic Match Enter the Password "BIGBALLS" in the password screen.
Clumsy Fielders
Enter the password DROPBALL.
Helmet Cam
Enter the password CHRISREA.
Level Password
2 Overtime
3 Sausages
4 Dilbert
5 Batkings
6 Pancakes
7 Friedegg
8 Placebol
9 Clueless
10 Nowayeas
Play on the Beach
Enter the password SUNSHINE.
Unbreakable Stumps
Enter the password SOLIDOAK.
World XI Team
Enter the password PENSIONS, then select Friendly or Test Series to play as the World ElevenTeam.

The Phantom Menace

Have Full Life
L1, L2, R2, □, △
Get All the weapons
Press L1, L2, R2, ✕, R1 in the game.

VR Pool

To access Bonus Players
While playing a game, press R2, R2, L1, □, ↑

Street Fighter Alpha 3

Fight Super Akuma in Final Battle mode
Access Final Battle mode. Then select a character and hold L1 + L2 before the versus screen appears

South Park

Unlock all cheats:
ZBOBBYBIRD

NBA Showtime

Enter the name and pin for a certain mascot.
Mascot . Code : Pin #
Raptors : raptor : 1020
Sonics : sasque: 7785
Nuggets: rocky : 0201
Hornets . hornet : 1105

Rampage 2: Uni Tour

Cheat Menu
To open the Cheats on the Options Menu Enter BVGGY as your password
Play as George
Enter the password SM14N.
Play as Lizzie
Enter the password S4VRS.
Play as Myukus
Enter the password NOT3T.
Play as Noobus Myukus
Enter SRY3D.
Play as Ralph
Enter the password LVPVS.
Play as Alien
Enter the password B1G4L.
Unlock Large
Type in SZ27X

NFL Xtreme 2

Enter the passwords below at the Player Creation Screen as names. Then, start a new game using the QUICK START option.
Big Players:
BIG BEN
Aircraft Field:
AIRCRAFT CARRIER
Small Players:
TINY TOM
Flat-Heads:
COINHEAD COREY
Long Armed Players:
MONKEY MICKEY
Short Armed Players:
SHRIMPY SEAN
Rubber Necks:
GEORGE GIRAFFE
Pool Table Field:
POOL TABLE
Egyptian Field:
EGYPT SPHINX
City Field:
CITY SCAPE
Moon Field:
LUNAR FIELD

NFL Gameday 2000

Access Cheats:
Enter the following codes at the Easter Eggs option.
Harder Difficulty Level:
GD CHALLENGE
Slow CPU:
SLOW CPU
Better Receivers:
GLOVES
Better Running Back:
DAVIS
Long Field Goals:
STEEL LEG
Long Punts:
HANGTIME
Big Tackles:
BIG HITS
Full Energy:
STAMINA
All Players Equal:
EVEN TEAMS
Big Stiff Arm:
PISTON
Faster Speed Bursts:
JUICE
View Cheerleaders
SLIDE SHOW
Huge Players:
GOLIATH
Tall & Skinny Players:
PENCILS
Small Players:
FLEA CIRCUS
Penalties Off home team
HOME COOKING

Madden 2000

Enter any code below at the Code Entry screen

Super Speed Burst: NO2
More Fumbles: ROLLERGIRL
More Interceptions: PRIMETIME
More Injuries: PAINFUL
More Sacks: QBINTHECLUB
Fast Passes: FASTFORWARD
Fast Fatigue: FINALTIME
Floating Heads: TALKINGWHAT
No Interceptions: EXPRESSBALL
Interceptions: Off EXPRESSBALL
Easy Interceptions: PICKEDOFF
Fewer Penalties: REFISBLIND
20 Yard First Downs: FIRSTIS20
5 Yard First Downs: POPWARNER
Ball View: VERTIGO
Big v. Small: MINIME
Stiff Arm: SMACKDOWN
Slippery Tackles: TEFLON
More Defen. Scoring: FRAPLPRO
Better Receivers: MAGNASAVE
Long Jumps: SPRONG
Hundred Yard Field Goals: BIGFOOT
Hundred Yard Passes: PIGSKINSFLY
Electric SideLines: STATICCLING
EA Stadium: ITSINTHEGAME
Tiburon Stadium: WEPUTITTHERE
Tiburon Bros. Stadium: COTTONCANDY
Cosmo Stadium: SPACEBALL
Junkyard Stadium: TETANUSHOT
Antarctica Stadium: XMASGIFT
Dodge City Stadium: WILDWEST
Alpha-Blitz Stadium: PANCAKES
All Madden Team: TEAMMADDEN
Madden Millen. Team: TIMELESS
EA Team: WEARETHEGAME
Clown Team: CARNEY
Toy Team: XMASFILES
Viper Team: PLAYWTHHEART
Fantasy Team: COWBOYS
Industrials Team: INTHEFUTURE
Mummies Team: WRAPPEDUP
JunkYard Team: MADMADDEN
Monsters Team: KTHULU
All 60s: MOJOBABY
All 70s: LOVEBEADS
All 80s: BIGHAIR
All 90s: INTERNS
1972 Raiders: GETMEADOCTOR
1972 Steelers: DONTGOFOR2
1976 Patriots: HACKCHEESE
1976 Raiders: GAMMALIGHT
1981 Chargers: BUILDMONKEYS
1981 Dolphins: 15MOREMIN
1985 Bears: DOORKNOB
1985 Dolphins: CHICKIN
1986 Broncos: BLUESCREEN
1986 Browns: KAMEHAMEHA
1988 49ers: CALLMESALLY
1988 Bengals: PTMOMINFOGET
1990 Bills: SPOON
1990 Giants: PROFSMOOTH
1995 Colts: PREDATORS
1995 Steelers: STEAMPUNK
1997 Broncos: EARTHPEOPLE
1997 Packers: TUNDRA

Cool Boarders 4

Open All Special Events
Enter IMSPECIAL as your name. If entered correctly you will hear the phrase "Hey, no cheating".

All Boarders, Boards and Stages
Enter ICHEAT as your name. If entered correctly you will hear the phrase "Hey, no cheating".

Formula 1 '99

Go to the Gran Prix High score screen and enter the following codes as your name.
Ring Mode: RINGS
Safety Mode: SAFETY
Night at Monaco: NIGHTS

Ghost in the Shell

Level Select
At the main menu press R2, R1, ●, ●, ▲, ▼, ●, ●, R2, R2. You should hear a tone to confirm the code.

Rally Cross 2

Bonus Tracks
SISAO = Oasis track
ELGNUJ = Jungle track
FOSTER = Little Woods track
NIVEK = Frozen Trail track
MIT = Dusty Road track
KCIN = Rock Creek track
CIRE = Dry Humps track
BSIRHC = Hillside track

Cheat Codes
PREALL = All tracks & cars except Vapor & Radia
MOOBMOOB = All Cars
PREVET = Veteran level tracks & cars
PREPRO = Pro level tracks & cars
AIRFILLED = Low Gravity
LEADSHOT = Original Rally Cross game physics
MOONEY = Restore Rally Cross 2 game physics
INCORPEREAL = Disable collision detection
X GAMES PRO BOARDER

All Circuits
To unlock all normal circuits, enter the password ✕, ●, ✕, ▲, ▲, ■

Play as Ollie B
At the password screen enter ▲, ✕, ■, ✕, ▲, ●.

Super Circuit and Secret Boarders
Enter the password ■, ▲, ✕, ■, ●, ●.

Abe's Exoddus

Level Skip
During gameplay hold R1 and press ●, ●, ✕, ✕, ■, ■.

Akuji the Heartless

Debug Mode
Pause the game then hold L2 or R2 and press ←, ↑, ↑, ▲, →, ■, ←, ▲, ↑, ↓, →, →.

Infinite Spirit Spells
After you've acquired the Spirit spell, pause the game then hold L2 or R2 and press ←, ▲, ←, ←, ● ←, ▲, →, ●, ↑, ↑, ↓.

Invincibility
Pause the game, then hold L2 or R2 and press →, →, ←, ▲, ✕, ↑, ●, ←.

Silent Hill

Extra Options
During game play, hit the select button to bring up the item screen, then go to Options. Once you're in, push L1, R1, L2, R2 all at the same time.

Pitball

All FMV's
At the Options screen, highlight FMV Test then press ←, →, ■, ●.

First-Person View
At the Options screen, highlight FMV Test and press ● + ■.

Secret Game
To play the secret game, highlight any of the player videos and press ● + ■.

Apocalypse

Checkpoint Select
Pause the game. Then hold L1 and press ■, ●, ✕. Release L1 and a new option will appear.

Full Health
Pause the game Then hold L1 while pressing ■, ✕, ▲, ●.

Infinite Lives
Pause the game then hold L1 and press ▲, ●, ✕, ■.

Invincibility
Pause the game then hold L1 and press ▼, ↑, ←, ←, ▲, ↑, →, ▼.

Fisherman's Bait

Catch a Lunker Every Time
At the lure selection screen, push ▲ + ● + ■ + ✕ + R1 + R2 at the same time.

Rollcage

Air Horns
Enter the password AIRHORNS. While playing, press Select to hear an air horn.

Designers High Scores
To view the developers best laps, enter the password BESTLAPS.

Everything Unlocked
Enter the password MAXCHEAT to unlock everything.

Syphon Filter

All Weapons and Infinite Ammo
Pause the game and highlight the Weapons menu. Now press and hold → + L2 + R2 + ● + ■ + ✕.

Easier Enemies
To make your enemies easier to kill, pause the game and highlight the MAP entry. While it's highlighted, press and hold →, R1, L2, ✕. You will hear a laugh to confirm the code.

Harder Game
At the title screen press and hold ←, L1, R2, Select, ■, ●, and ✕.

Level Select
Pause the game, then go into the Options menu. Highlight the Select Mission option, then press and hold ← + L1 + R1 + Select + ■ + ✕.

Super Ammo
Pause the game, then select weapons and highlight 9MM. Now press and hold ←, R2, Select, L1, ■, and ✕. You'll Hear Gabe say "understood".

View All Movies
To view all the movies, go to the movie theater in the first level. Now Pause. the game, highlight MAPS, then press and hold →, L2, R1, and ✕. You should hear Gabe say "Got it".

Army Men 3D

Campaign Select
At the main menu, press ■, ●, R1, L1, L1 + R1. You must do this within two seconds.

Run Faster in Multi-Player Mode
Hold ■ + ▲ to chase your opponent quicker.

All Weapons
Start a new game, then pause and press ■, ●, R1, L1, R1 + R2 You must enter the code within two seconds.

Invincibility

Start a new game, then press Pause and press ■, ●, L1, L1 + L2.

More Damage in Multiplayer
When using the flame-thrower in two player mode, tap the ✕ button instead of holding it.

Test Drive Off-Road 2

All Cars and Tracks
To access all of the normal cars and locked tracks, hold Select at the main menu and press L1, ←, L2, →, L2, ←, ↑, L1, L1. Now start a single race.

Drive a School Bus
At the Transmission Select screen hold Select and press L1, ↑, L2, ↓, ↓, L2, L2, R2.

Drive an Icecream Truck
At the Transmission Select screen hold Select and press R2, L2, L2, ↓, ↓, L2, L2, L1.

Drive the Black Widow Truck
At the Transmission Select screen, hold Select and press R1, L2, L2, ↓, ↓, ↑, L2, L1.

NfS: High Stakes

Dashboard View
At the Loading screen hold ↑ + △ + ✕.

Easier Tickets
Enter Pursuit Mode and choose a cop car. When the game starts, hold L1 and press ↑ to turn off your sirens. The person running will slow down. When you've caught up to him, press L1 + ↑, to turn your sirens back on, then pull him over.

Extra Music Tracks
First, go to the audio options from the main menu. Then go to the cd player and select it. Go all the way to the bottom, and there are two music tracks that are turned off. Just turn them on, and you can listen to them while your driving.

Phantom Car
To get the phantom car, enter your name as FLASH. This will disable the save option.

Drunk Mode
Pick a car and start a race. Immediately press ↑ + L2 + R1 and hold through the loading screen.

Headlights and Turn Signals
While racing, hold L1 and press ← or → for the blinker. Hold L1 and press ↑ for the headlights. Hold L1 and press ↓ to turn on your hazard lights.

Heavy Car
Before the loading screen appears to load your next race, press Start to load the game and immediately after, press and hold ← + ■ + ●. Continue to hold the buttons until the loading screen disappears.

Police Always Speak English
Enter your name as BIGOVEN

Police Helicopter
To pilot a police helicopter in test drive mode, enter your name as WHIRLY. This code will disable the save option.

Titan Car
When entering a username, enter HOTROD and you'll get a beast of a car to play with. This code will disable the save option.

Bloody Roar 2

Easy Rage Attack
Perform this code as a beast, simply press ← + △ + ● simultaneously.

Expert Mode
Hold L1 + L2 + R1 + R2. While selecting any option on the title screen.

Remove the Menu Options on the Pause Screen
Hold the R2 button while the game is paused to remove the Menu Options. You can bring them back by releasing the R2 button.

3Xtreme

Alien Characters and Cars
At the Main Menu, go down to Memory Card and press → to access the CODES menu. Now enter any of the following names:
bink — The Best Skateboarder 97% Stats
geep — The Best Bikeracer 97% Stats.
nyub — The Best Skater 97% Stats.
redline — Red car
blueline — Blue car
whiteline — White car

All Aliens
To access all of the aliens go to the code menu and type in ASTROMEN

All Exhibition Tracks
To access all Exhibition tracks go to the code menu and type in VOUYEUR

All Freestyle Tracks
Go to the memory card and press right for the code screen. Enter xxyto unlock all of the freestyle tracks.

Play as Dominique
At the main menu, highlight the Memory Card selection and press ← or → and choose the Codes selection. Then, enter DOMINIQUE.

Play as Lugnut
At the main menu, highlight the Memory Card selection and press ← or → and choose the Codes selection. Then, enter LUGNUT.

Play as TP
At the main menu, highlight the Memory Card selection and press ← or → and choose the Codes selection. Then, enter TP.

UltraSpank Video
To check out the ULTRASPANK video go down to options in the main menu and press →, then press ✕.

Sports Car GT

Lots of Money
↑, ←, ←, →, ↓ →, L1, ■

All Tracks
↓, ↓, ←, →, ↑, ←, ●, R2

All Cars
↑, →, ←, →, ↓, ↑, L1, R2

Asteroids

Play the old Asteroids Game:
Go to the title screen and while holding Select enter:
●, ●, ●, △, ■, ■, ●

Circuit Breakers

Night Racing
Hold L1 + L2 + R1 + R2 While selecting a track.

X Games Pro Boarder

All Circuits All Tracks:
■, Triangle", ✕, ■, ●, ●

Ehrgeiz

Infinite Mode
When Press Start appears at the opening screen. Press L1 + Start

RaceTrack Mode
When Press Start appears at the opening screen. Press R1 + Start

Hot Shots Golf

Mirror Courses
Highlight a course at the course selection screen, then hold L1 + L2 and then press ✕.

All Golfers and Courses
Remove all your memory cards from your PlayStation. Hold L1 + L2 + R1 + R2 and then press ↑, ↑, ↓, ↑, ←, →, →, ←, ↑, ↑, ↓, ↑, ←, →, →, ← on the second controller at the title screen while the Hot Shots logo is in motion.

Left or Right Handed Golfer
When choosing a golfer, press R1 + R2 + L1 + L2 +Select+Start+✕.

Tekken 2

Big Heads
Hold the Select button when choosing your character

Character Select Cheat
Hold Select and press ✕ when selecting a fighter. This will make the fighter bigger than normal

Instant Win
Highlight the Option mode and press R1. Then press ●, ●, △, ✕, ✕, ●, △ Then when the game starts, Hold R1 and L1 to win the fight. This code only works on a one player game.

Swear Cheat
To make your character swear in Japanese, press →, ←, ■, ● at the end of each fight.

Wire Frame Mode
When choosing your character, hold L1, L2.

Triple Play 2000

Easy Home Run
While in the batters box, press and hold L1 + L2 + R1 + R2 Then press: △, ■, △, ●,✕ ■, ←, →.

EA Super Team:
Go to the Team Selection screen and enter. ←, →, Left", →, Left", →, Left", →, Left", →, Left", →, Left", →. Only works in Single Game Mode,

Easy Strike Out:
While on the pitching mound, press and hold L1 + L2 + R1 + R2 Then press ↑ ↓ △ ■ △ ● ✕ ■

Announcer Comments:
To hear batter info: press and hold L1, L2, R1, R2 and then press ←,■,↑,△.
To hear historical commentary: Press and hold L1, L2, R1, R2, and then press ↑,△,→,●.
To hear trivia: press and hold L1, L2, R1, R2 and then press ↓,✕,→,●.
To hear the weather: press and hold L1, L2, R1, R2 and then press ✕,↓,△,↑.

Darkstalkers 3

Play as Male Shadow
First highlight the Question Mark box. Then press Select, Select, Select, Select, Select, then

press ⊗

Play as Female Shadow

First highlight the Questin Mark box. Then press Select, Select, Select, Select, Select, Select, Select. Then press ⊗.

Gex 3

Invincibility

Pause the game and enter the code while holding L2. ↓, ↑, ←, ←, △, →, ↓

MLB 2000

Super Player

Enter Scott Murray as a player name.

Hit A Homer

Use the power selection and when you get ready to hit the ball. Press and hold ⊗, L2, R1, ↑, and ←.

Pac Man World

More Continues

Press Select for more continues before starting a game in classic mode.

Worms Armageddon

Hyper mode

Enter the following code at the character selection screen. Hold L1 + R2, then press ↑, ↓, ↑, ↓, □, △, →, ←.

Random character

Enter the following code at the character selection screen. Hold ↑ and press Start

Invincibility

Pause the game and then press ⊗, △, R2, ↑.

Infinite combo meter

Enter the following code at the character selection screen. Hold L1 + R2, then press □, ⊗, ○, △ If entered correctly, the word Combo will appear under your player.

Easy CPU opponent

Pause the game and then press ⊗, △, R2, △, ⊗.

No human damage

Pause the game and then press ⊗, △, R2, ↑.

Disable all enabled cheats

Pause the game and then press □, ○, △, ⊗.

Weaken opponent

Pause the game and then press ⊗, △, L2, →.

Stronger hits

Pause the game and then press ⊗, △, L2, ↓.

Two times less powerful hits

Pause the game and then press ⊗, △, L2, →.

Stop timer

Pause the game and then press ⊗, △, R2, ←.

Courier Crisis

Enter the following codes as passwords.

Get get alot of money

EFLCIFCGKJ

Play as alien

XFIFTYONEX

Play as ape

SAVAGEAPES

Change Costumes

Enter the following code at the character selection screen. Hold either L1, L2, or R2 then press ⊗ while choosing a wrestler

Random Character

Press R1 a the character selection screen.

Armored Core: Project Phantasma

Additional Lock Ons:

When you start a new game, your core must have both missiles and the laser sword. Then when an enemy gets close pull out your sword and enter: ↑ ↓ R1 L1.

Cool Boarders 3

All Boarders

Enter these codes as a name in the Tournament Mode

OPEN_EM

Unlock Tracks:

Enter these codes as a name in the Tournament Mode

WONITALL

Big Heads:

Enter these codes as a name in the Tournament Mode

Bigheads

Croc 2

Unlimited Lives:

Enter the following code while holding L1 at the title screen

○, ↓, ←, ↑, →, △, ↓

Add Unlimited Crystals to Inventory:

Enter the following code while holding L1 at the title screen

□, □, ○, ↓, ←, →, ←, →

Then start a new game and while holding R2 press ⊗.

Unlock Cheats:

Enter the following code while holding L1 at the title screen.

△, ←, ←, →, □, ↑, ↑, ←, ○ during game play press L2 + R2 to unlock cheats

Duke Nukem Time2K

Pause the game and then enter a code from below.

Level Select

↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, ↑

Powered Up Weapons:

→, →, ←, →, →, ←, →, →, ←

Total Invincibility

L2, R1, L1, R2, ↑, ↓, ↑, ↓, Select, Select

All Weapons:

L1, L2, ↑, L1, L2, ↓, R1, →, R2, ←

All Items.

R1, R1, R1, R1, R1, L2, L2, L2, L2, L2

All Keys.

↑, →, ↑, ←, ↓, ↑, →, ←, →, ↓

Unlimited Ammo:

←, →, ←, →, Select, ←, →, ←, →, Select

Small Head Duke

R1, R1, R1, R1, R1, R1, R1, R1, L1, ↓

Big Head Duke

R1, R1, R1, R1, R1, R1, R1, R1, R1, ↑, L2, R2, L2, R2, L2, R2, L2, R2, L1, R2

Frogger

Open all zones:

→, □, △, □, △, R1, L1, R1, L1, ○

Infinite Lives

Pause, →, □, △, □, △, ⊗

Open All Levels:

Pause the game. Then enter the following code. →, □, △, □, △, R1, L1, R1, L1, ○

Send all code submissions to:

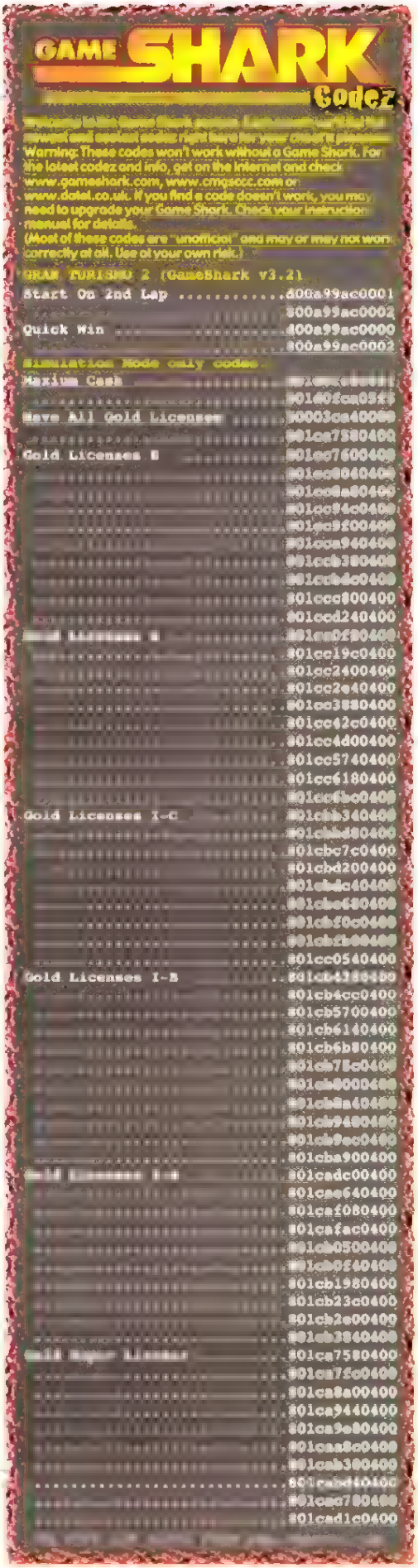
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The EXCAVATE section is where we dig up ratings from past issues and present them on one easy-to-read page, along with a little explanation/breakdown of our rating system. Use this as your buying guide throughout the year and as a reference for those older games that you might have missed (or wish you had).

PLATINUM GAMES	ISSUE	SCORE
Spyro 2 Ripto's Rage	December 1999	99%
Tony Hawk Pro Skater	November 1999	99%
CTR: Crash Team Racing	November 1999	98%
Dino Crisis	October 1999	98%
Final Fantasy Anthology	October 1999	98%
Gran Turismo 2	February 2000	98%
NFL GameDay 2000	October 1999	98%
Resident Evil 3: Nemesis	November 1999	98%
Tomba! 2	February 2000	98%
Wipeout 3	November 1999	98%
GOLD GAMES	**ISSUE**	**SCORE**
Final Fantasy VIII	October 1999	97%
Medal of Honor	December 1999	97%
NCAA GameBreaker 2000	October 1999	97%
Demolition Racer	November 1999	96%
MTV Music Generator	February 2000	96%
NBA Live 2000	December 1999	96%
Pong	December 1999	96%
Tomb Raider: The Last Revelation	January 2000	96%
Omega Boost	October 1999	95%
Grandia	November 1999	94%
WCW Mayhem	November 1999	94%
Toy Story 2	January 2000	93%
40 Winks	January 2000	93%
Madden NFL 2000	October 1999	93%
NHL FaceOff 2000	November 1999	93%
Sled Storm	October 1999	93%
WWF Attitude	October 1999	93%
NHL 2000	November 1999	92%
Rat Attack	December 1999	92%
Test Drive 6	December 1999	92%
You Don't Know Jack	November 1999	92%
Cool Boarders 4	January 2000	91%
Cybertiger	December 1999	91%
Knockout Kings 2000	December 1999	91%
Q*Bert	February 2000	91%
Ballistic	November 1999	90%
Vigilante 8: Second Offense	January 2000	90%
Worms Armageddon	January 2000	90%
SILVER GAMES	**ISSUE**	**SCORE**
Championship Motocross	October 1999	89%
Metal Gear Solid: VR Missions	October 1999	89%
Tail Concerto	October 1999	89%
Tiger Woods PGA Tour 2000	February 2000	89%
International Track and Field 2000	December 1999	88%
Supercross Circuit	December 1999	88%
Bass Landing	November 1999	87%
NHL Championship 2000	November 1999	87%
Shadow Tower	December 1999	87%
Thousand Arms	November 1999	87%
Chocobo's Dungeon 2	January 2000	86%
Gekido	February 2000	86%
Grand Theft Auto 2	December 1999	86%
Jet Moto 3	October 1999	86%
No Fear Downhill Mountain Biking	December 1999	86%
Saga Frontier 2	January 2000	86%
Gallop Racer	November 1999	85%
Hot Wheels Turbo Racing	October 1999	85%
RC Stunt Copter	October 1999	85%
Thrasher: Skate and Destroy	January 2000	85%
Army Men: Air Attack	December 1999	84%
Broken Sword 2	February 2000	84%
Chef's Luv Shack	December 1999	84%
Mission Impossible	January 2000	84%
Quake 2	December 1999	84%
Test Drive Off Road 3	November 1999	84%
Missile Command	February 2000	83%
NASCAR 2000	November 1999	83%
NBA Basketball 2000	November 1999	83%
NCAA Football 2000	October 1999	83%
Scrabble	November 1999	83%
Space Invaders	December 1999	83%
Twisted Metal 4	January 2000	83%
X-Files	January 2000	83%
Ready 2 Rumble	January 2000	82%
Wu Tang: Shaolin Style	January 2000	82%
NCAA Final Four 2000	January 2000	81%
Big Ol' Bass	February 2000	80%
Silhouette Mirage	February 2000	80%
The Dukes of Hazzard	December 1999	80%
V-Rally 2	January 2000	80%
BRONZE GAMES	**ISSUE**	**SCORE**
Boombots	January 2000	79%
Glover	January 2000	79%
Vandal Hearts II	February 2000	79%
South Park Rally	February 2000	78%
The Phantom Menace	October 1999	78%
Eagle One Harrier Attack	February 2000	77%
NBA Showtime: NBA on NBC	January 2000	75%
Smurfs	January 2000	75%
Suikoden II	October 1999	75%
Touring Car Championship 2	December 1999	75%
War Path: Jurassic Park	January 2000	75%
Intellivision Classics	December 1999	74%
Rainbow 6	February 2000	74%
Xena: Warrior Princess	October 1999	74%
G.Police 2: Weapons of Justice	October 1999	71%
Re-Volt	November 1999	71%
Fighting Force 2	February 2000	70%
Killer Loop	December 1999	70%
Shadowman	November 1999	70%
TIN GAMES	**ISSUE**	**SCORE**
Dune 2000	November 1999	69%
South Park	December 1999	69%
Supercross 2000	January 2000	69%
In the Zone 2000	January 2000	61%
Tomorrow Never Dies	January 2000	54%

what do all those numbers mean?

98-100%
The ultimate gaming experience.

90-97%
"Must buy" games; each carries our editor's seal of approval and are recommended for fans of that genre.

80-89%
Good games, but lacking in some area; only for fans of that style of game.

70-79%
Mediocre titles that suffer from some serious flaws. Rent – don't buy.

0-69%
Tin games are to be avoided at all costs. Only die-hard gamers would buy these.


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NEED WE SAY MORE?

final word



David Jon Winding

THE CALM BEFORE THE STORM

Ah, Winter. For gamers, this is traditionally the time of the year when the post-holiday blues set in and new software dries up. All of the game companies have fired their Christmas SCUD's and they eagerly await the TRST, retail and PC Data reports to see what they've hit. The fact that the year 2000 also marks the five year rite of passage to new hardware makes the season seem even longer. But, there is light at the end of the tunnel.

As I write this, PlayStation 2 is only six weeks from its Japanese launch. While there is absolutely NO new information regarding North American release, I still feel confident that September 9th at $299 will prove to be at least close to reality. For those of us at Dimension Publishing, we are entirely focused on the Japanese launch. Once that has been accomplished, I am sure that information about the US ship date will start trickling out from SCEA. Of course, we will have a couple of the Japanese systems so that we can let you know all there is to know. As we get closer, it seems the launch software lineup is getting stronger — something that rarely happens with new hardware. You expect that games that were targeted for launch will have delays and drop off the schedule. Instead, with PS2 we are getting games ADDED to the list. Of course, it's anybody's guess how many of these will end up being "real" games, but just the few that we know about for sure are enough to guarantee that PS2 is a success with early-adopting gamers. If I do nothing more than play Ridge Racer 5, Gran Turismo 2000, Dark Cloud, Eternal Ring, Tekken Tag Tournament, Evergrace and, hopefully, The Bouncer, I will be busy right up until the system ships on our shores.

Of course, we're still facing six weeks of the Winter blues, but I do have Syphon Filter 2, Medievil 2 and, yes, Crazy Taxi to keep me busy. It's only 45 days... I can make it, I know I can.

Dave
dwinding@quake.net

Next Issue

Volume 5 • Issue 5

in the issue

On the cover



Syphon Filter 2

Next issue will be a special tribute to Chinese Checkers. If you don't like Chinese Checkers, then that's okay too, because we'll still offer the best PlayStation coverage around. So, with the Chinese Checkers and the PlayStation coverage, we should have everything you need. Oh, we're also going to have an extra feature on Bocci Ball. That's right, Chinese Checkers, PlayStation coverage and Bocci Ball. As a sidenote, we think it's safe to say that you should never trust anybody that doesn't like PlayStation games... or Chinese Checkers or Bocci Ball. So, check us out in thirty days to get the most comprehensive coverage of Chinese Checkers, the PlayStation and Bocci Ball. Thank you very much.

Exclusive



Wild Arms II

Exclusive



Spider-Man

Special Feature



PlayStation 2, the launch titles



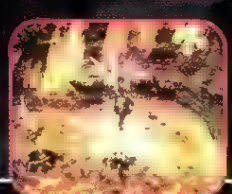
On The Cover!
Syphon Filter 2

Exclusive



More Medievil II!

Exclusive



Legend of Dragoon

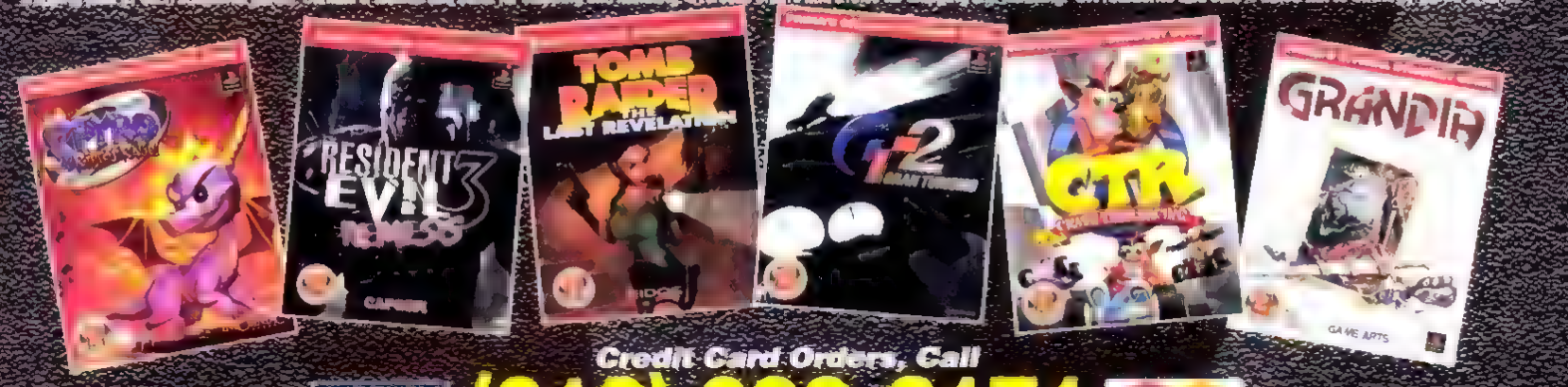
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Symptoms of Fear:

Perspiration

Dilation of Pupils

Trembling

Nausea

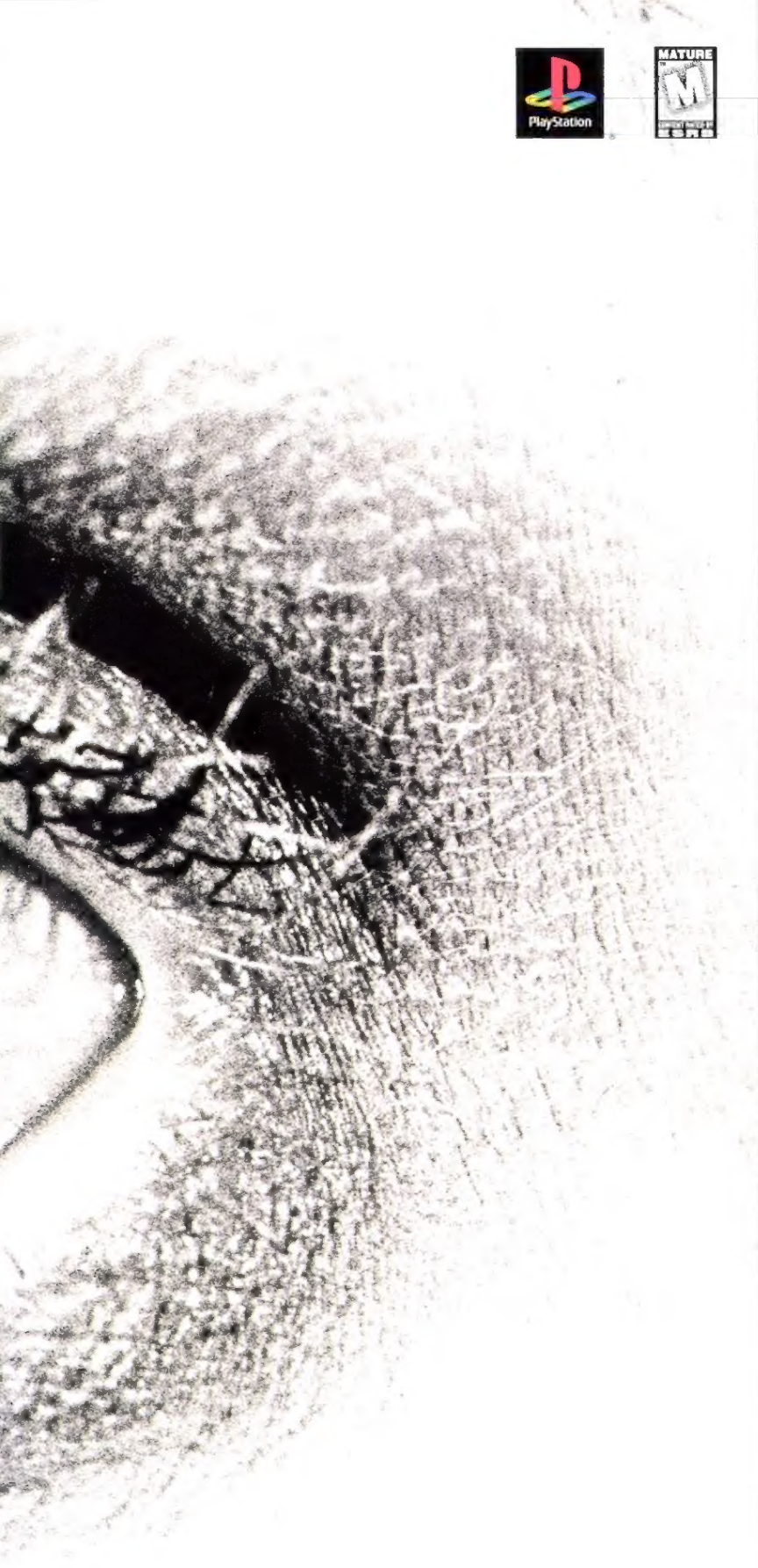
Loss of Appetite

Dry Mouth



, Remember, the only thing to fear is fear itself. Especially in this deadly mercenary mission where your own emotional responses determine what happens next. So go ahead, make your move. Just be sure to keep your fear in check.

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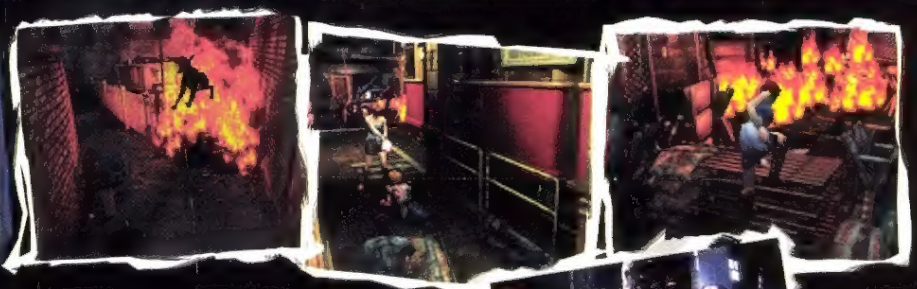
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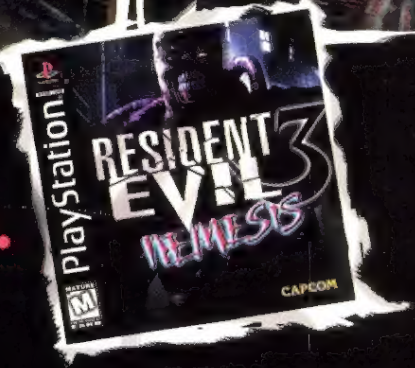




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